Character Stories

Jude's Story

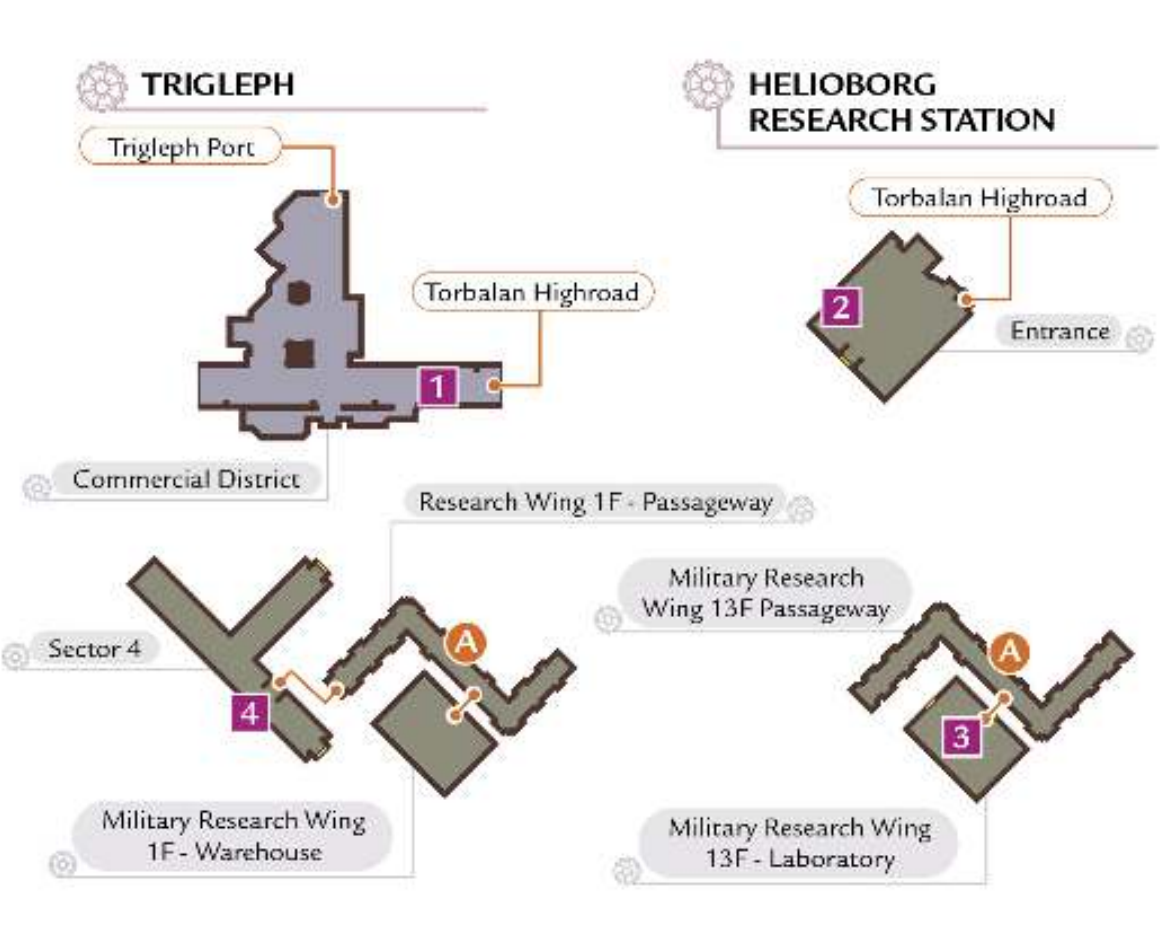
Episode 1: Idealism and Reality

Time

After Chapter 5

Location

Trigleph—Residential Quarter


TRIGLEPH
Trigleph Port
Torbalan Highroad
1
Commercial District
HELIOBORG RESEARCH STATION
Torbalan Highroad
2
Entrance
Research Wing 1F - Passageway
Military Research Wing 13F Passageway
Sector 4
A
4
A
3
Military Research Wing 1F - Warehouse
Military Research Wing 13F - Laboratory

DIALOGUE FLOWCHART

1 Trigleph—Residential Quarter

L1: — / R1: —

L1: Jude affinity +250 / R1: —

2 Helioborg Research Station - Entrance

3 Helioborg Laboratory

L1: Jude affinity +250 R1:—

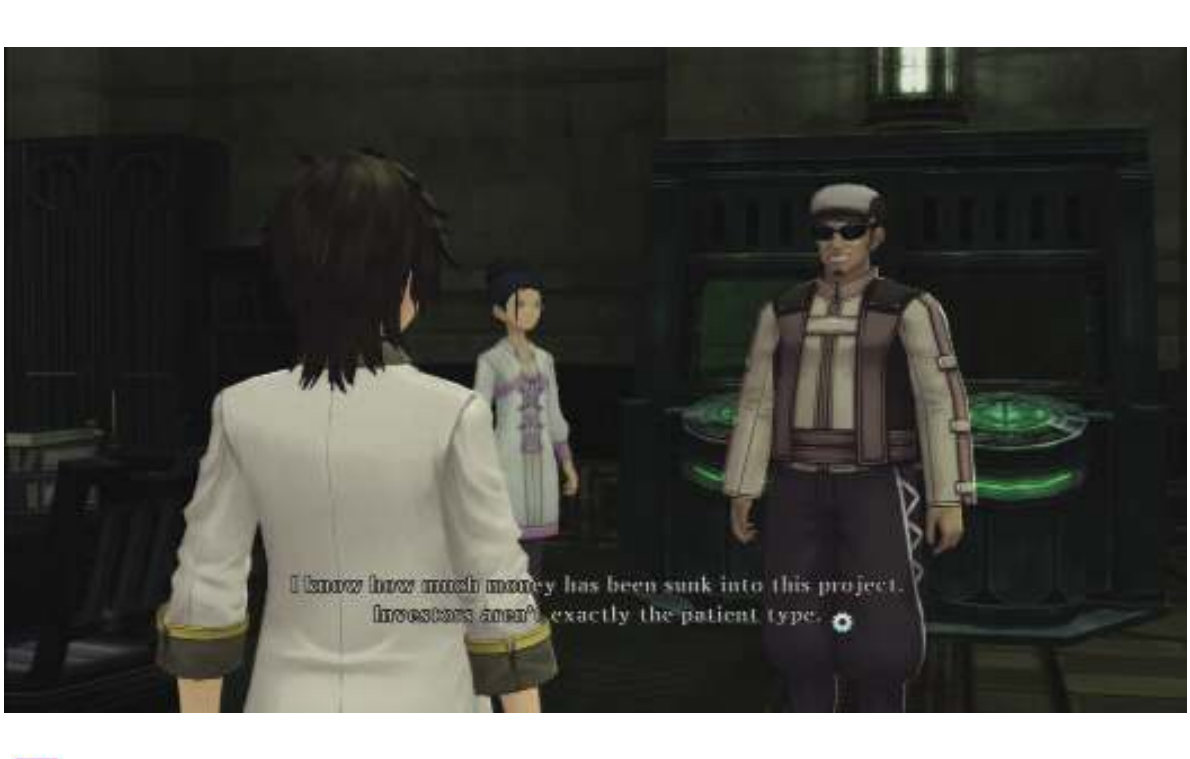
4 Helioborg - Sector 4

L1: Jude affinity +250 / R1: —

L1: Jude affinity +250 / R1: —

Research Problems

1 One of the other spyrite researchers is having trouble in Helioborg. Leave Trigleph and run all the way through the Torbalan Highroad to reach Helioborg, or just use the World Map if you can access it at this point.


I know how much money has been sunk into this project. Investors aren't exactly the patient type.

2 Talk the man at the southwest entrance of Helioborg to be taken to the research center and enter the Laboratory. The issue at the lab is due to someone's "interest" in Jude's work.

3 **4** After taking care of the situation, use the elevator to go to the first floor and leave the building.

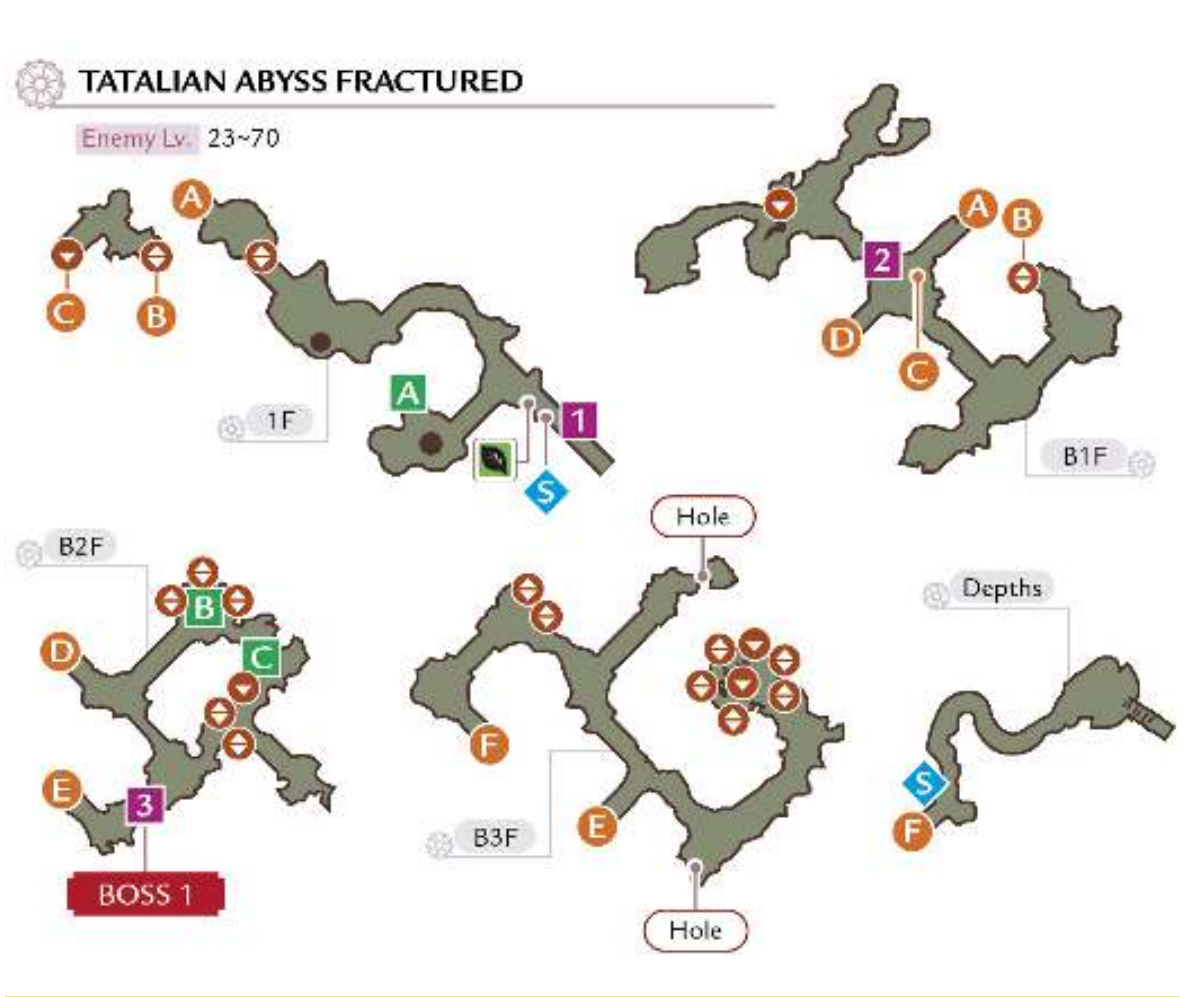
Episode 2: An Unexpected Reunion

Time

After Chapter 7

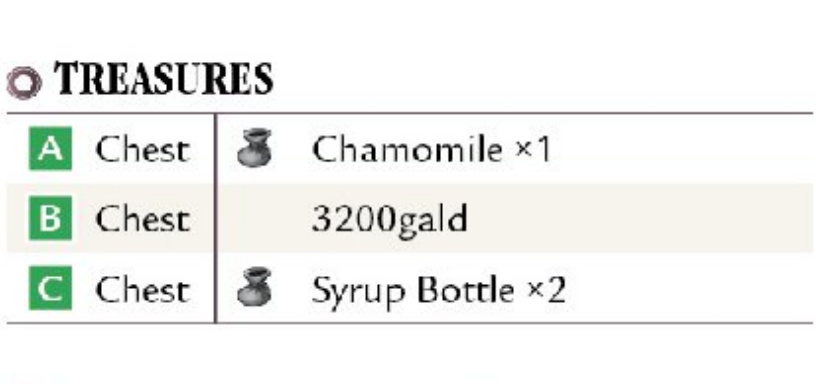
Location

Hamil—Western District


TATALIAN ABYSS FRACTURED
Enemy Lv. 23~70
1F
B1F
B2F
B3F
Depths
Hole
Hole
BOSS 1
1
2
3

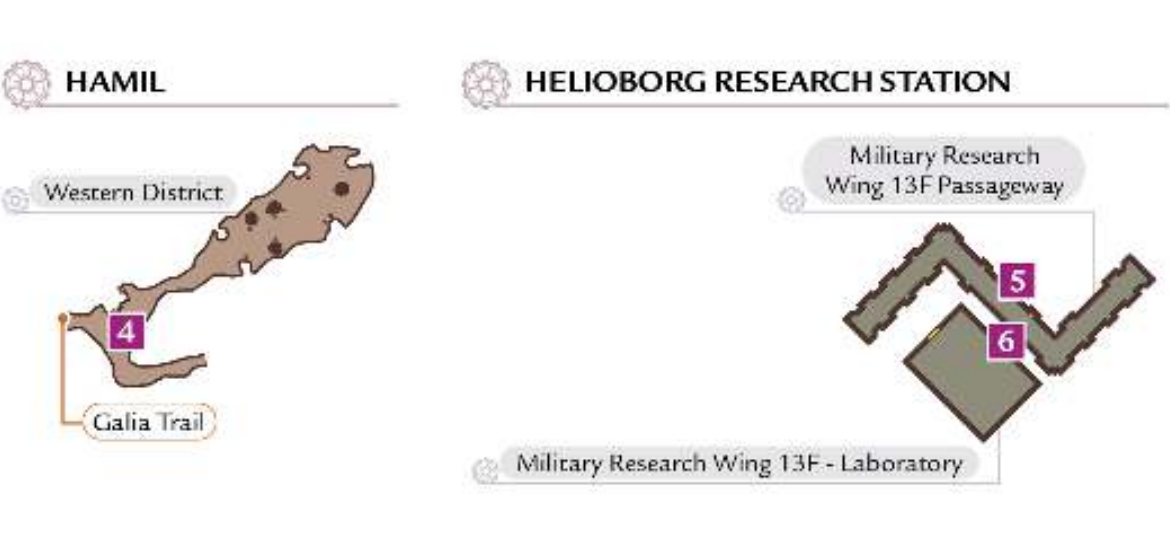
Note

There are some great treasures in this episode, so make sure to collect them before going too far into the story.



TREASURES

A	Chest	● Chamomile ×1
B	Chest	3200gald
C	Chest	● Syrup Bottle ×2


HAMIL
Western District
4
Galia Trail
HELIOBORG RESEARCH STATION
Military Research Wing 13F Passageway
5
6
Military Research Wing 13F - Laboratory

Research Problems

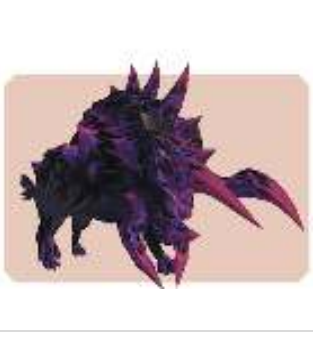
1 Check in on Jude and ponder porange pies before a call takes you away to a Fractured Dimension in Tatalian Abyss.

2 Battle your way down to B1F to find a doctor helping an extermination team that is attempting to deal with a beast.

I'm a doctor. I can't turn my back on people in need.

3 Continue your descent into the Abyss to B2F, but before you go to the southwest corner, gather any treasures you want. At this point you can choose to have Jude with your team or stay behind to help the injured people.

BOSS Mega Tusk (Catalyst)



Level	24–71
Iron Stance	300
HP	86640–215232
Weak	● ● ●
Strong	● ●

Drop	Broken Fang (100%)
Steal	—

Aim for a Knockdown with Ludger and Milla's Artes

Bind
Falling Thunder
13437 DAMAGE!
17 POWER HITS!

This boss has a strong Iron Stance so staggering it isn't easy. Avoid close combat and pick away at its stance from afar. Start by controlling Ludger and have him play the part of decoy, luring the foe with the Fury Stoke skill. Then have Ludger block continuously while you have your other party members pelt the boss with spells from afar. The best characters for this role are Milla and Rowen, who can target its elemental weaknesses. When the boss is down, use Crushing Blow to shoot for critical hits.

4 Back in the prime dimension, Jude ponders the people he met in the Fractured Dimension.

5 **6** Head to Helioborg, back to the Laboratory, to deal with a new issue related to Jude's research.

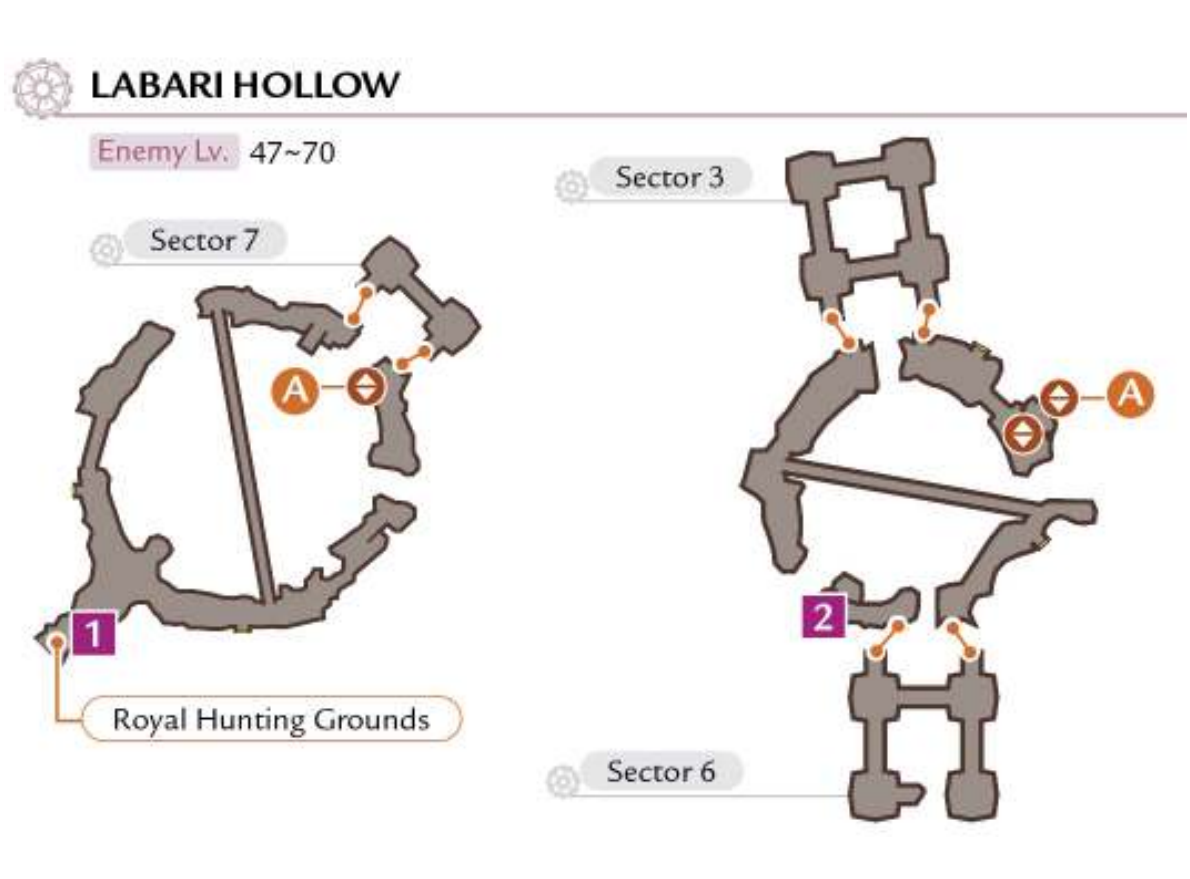
Episode 3: Jude's Duty

Time

After Chapter 10

Location

Xian Du


LABARI HOLLOW
Enemy Lv. 47~70
Sector 7
Sector 3
A
A
1
2
Royal Hunting Grounds
Sector 6

DIALOGUE FLOWCHART

Xian Du

L1: Jude affinity +250 / R1: —

L1: Jude affinity +250 / R1: —

1 Labari Hollow Entrance

2 Labari Hollow—Sector 6 (combat)

L1: Jude affinity +250 / R1: —

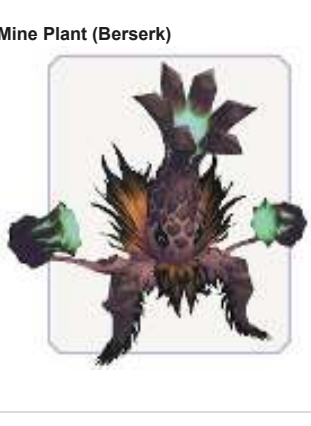
L1: Jude affinity +250 / R1: —

Monster Mission

Speak to Jude in Xian Du and Nova will call with a request for a monster-eradication job in Labari Hollow.

1 **2** Warp to Labari Hollow and run down to Sector 6 to face the troublesome creatures.

Mine Plant (Berserk)



Type ●	
HP	32760
Weak	● ●
Strong	●
Drop	Heart Herb

Wind Tussle
9241 DAMAGE!
9 POWER HITS!

Link with Rowen to take advantage of his partner skill Auto Magic Guard to deal with the all of the creatures' artes. Use Wind or Fire artes from your dual pistols to shoot from a safe distance. Have Jude use Recovery Ring to take care of the party and the three plants will go down quick.

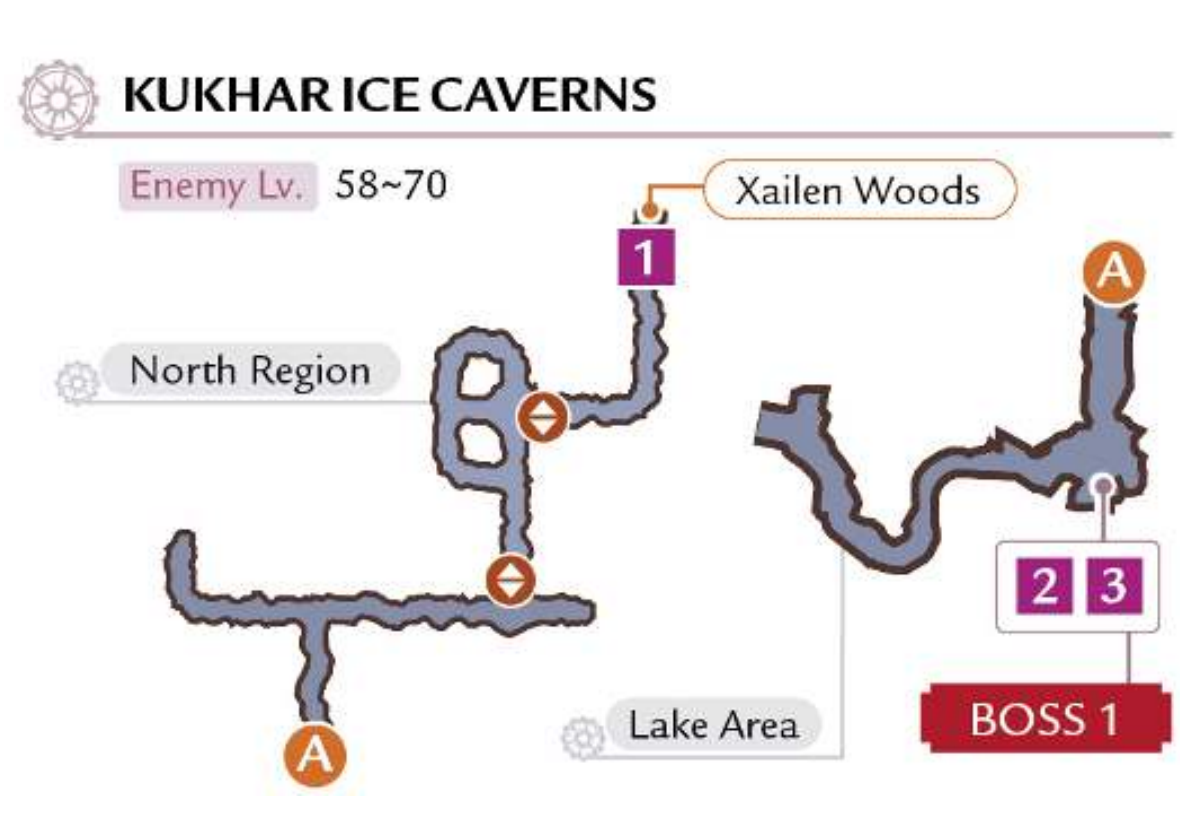
Episode 4: Celsius's Request

Time

After Chapter 13

Location

Kanbalar—Castle Gaius Gates


KUKHAR ICE CAVERNS
Enemy Lv. 58~70
Xailen Woods
1
A
North Region
2 3
A
Lake Area
BOSS 1

DIALOGUE FLOWCHART

Kanbalar—Castle Gaius Gates

L1: Jude affinity +250 / R1: —

1 Kukhar Ice Caverns

2 Lake Area

L1: — / R1: —

3 Boss—Celsius

L1: — / R1: —

L1: Jude affinity +500 / R1: —

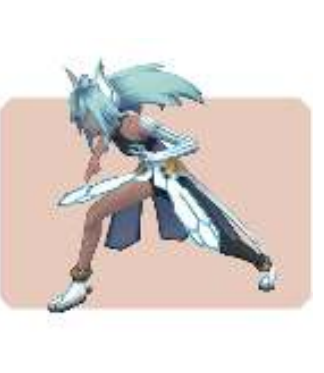
Confront Celsius

Jude is in Kanbalar and needs some help investigating a drop in temperature and change in mana emanating from Kukhar Ice Caverns.

1 Travel to Kukhar Ice Caverns and run through the dungeon to the Lake Area.

2 Seek out Celsius in this area and avoid the Elite Monster if you haven't dealt with it already.

BOSS Celsius



Level	59–71
Iron Stance	40
HP	177600–209568
Weak	● ●
Strong	● ● ● ●

Drop	Pure White Puffball (100%) Ultimate Glacier (100%)
Steal	Water Spirit's Tears (5%)

Aim for Guard Breaks with Gaius

Crimson Fury
21855 DAMAGE!
16 POWER HITS!

3 Before you start attacking, use Savage Beckoning to boost your Strength. Celsius is a powerful foe who moves and executes artes quickly, but has a fairly weak Iron Stance for a boss. Gaius will have a relatively easy time breaking through with guard breaks, while the rest of your party proactively attacks with normal attacks. When Celsius is staggered, use Beast. After you knock it down, use the opportunity to retreat back to safety. Your enemy's artes may inflict Petrify; if they do immediately cure it with Jude's Recovery Ring or items.

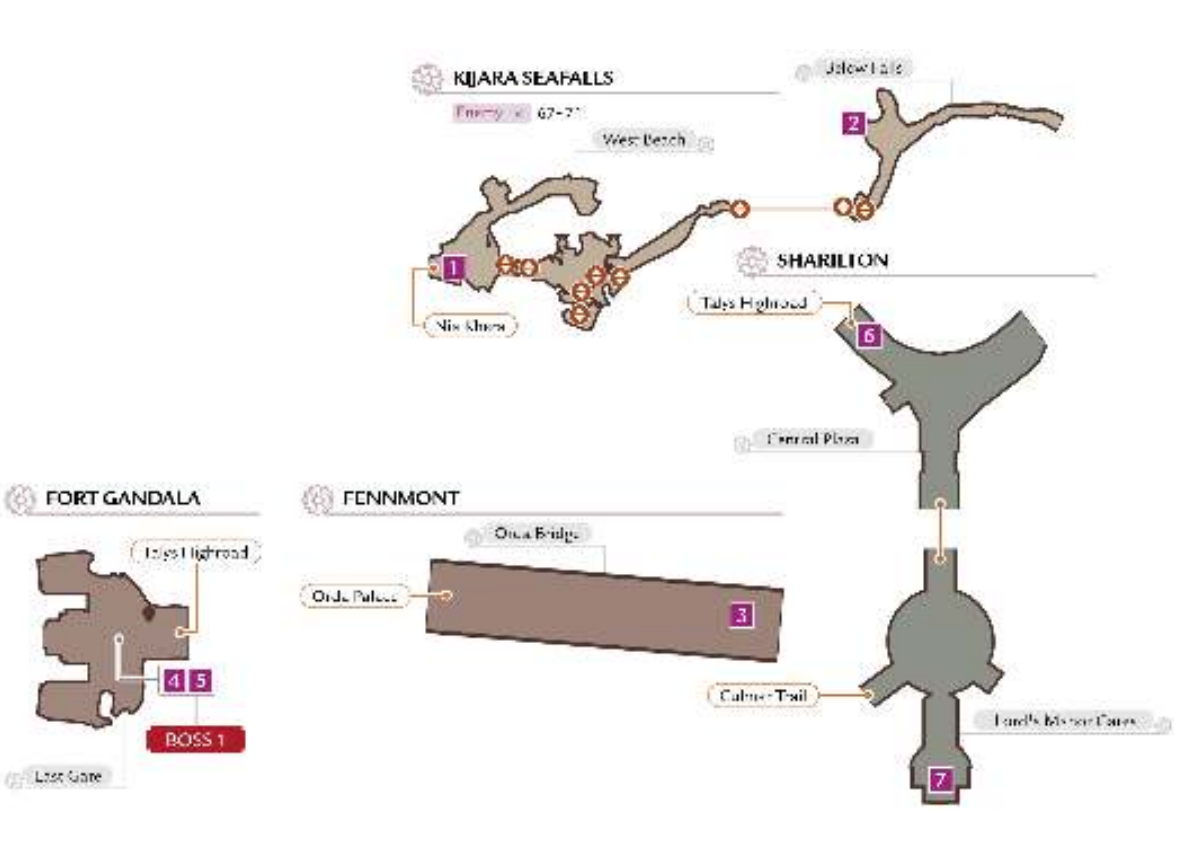
Episode 5: Where Dreams Once Thrived

Time

After Chapter 15

Location

Kanbalar—Castle Gaius Gates


KIJARA SEAFALLS
West Beach
2
1
SHARILTON
Talys Highroad
6
Central Plaza
FORT GANDALA
Talys Highroad
4 5
BOSS 1
FENNMONT
Orda Bridge
Orda Palace
3
Culture Trail
7

DIALOGUE FLOWCHART

1 Kijara Seafalls—West Beach

2 Kijara Seafalls—Below Falls

L1: — / R1: —

L1: — / R1: —

3 Fennmont—Orda Bridge

L1: — / R1: —

4 Fort Gandala—East Gate

L1: — / R1: —

5 Boss—Celsius and Aqua Dragon (Enslaved)

L1: — / R1: Jude affinty +250

6 Sharilton—Central Plaza

7 Sharilton—Lord's Manor—Parlor

L1: — / R1: —

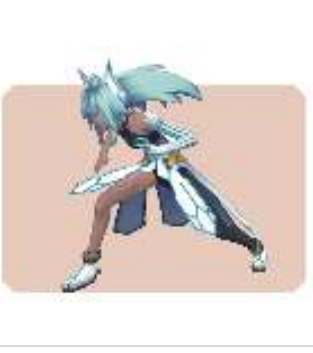
Nostalgic Tour

1 **2** Meet Jude in the same spot as the last episode. Celsius shows up, but is not there to fight. The spirit wants to visit some nostalgic locations, so start with Kijara Seafalls. Go to the waterfall and learn more about the spirit.

3 The next stop is Fennmont—Orda Bridge. This used to be an endless field and now it is a bustling city.

4 Go to Fort Gandala—East Gate to let Celsius see the "eye-sore" that has been built in this location. Celsius has had a great time reminiscing, but wants to test your resolve with a battle.

BOSS Celsius



Level	69–73
Iron Stance	40
HP	102120–107448
Weak	● ●
Strong	● ● ● ●

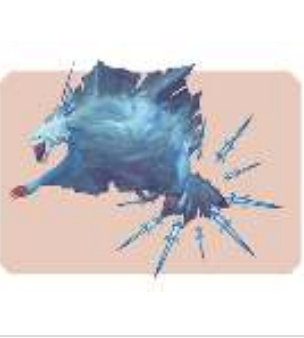
Drop	Snowcrystal (100%)
Steal	Water Spirit's Tears (5%)

Defeat the Aqua Dragon First

Ice-Blade Thrust
Guardian Field
POWER HIT!
RESIST!

Celsius and the Aqua Dragon are linked, and always fight by each others' sides. As a result, any attempt to fight up close will likely result in you taking attacks from both at once. Start by putting some distance between yourself and these foes and focusing Ludger's dual pistols attacks on the Aqua Dragon, who doesn't share Celsius's resistance to gun attacks. Use Rapid Burst in hopes of inflicting Burns and prey on their mutual weakness to Fire-type attacks.

BOSS Aqua Dragon (Enslaved)



Level	69–73
Iron Stance	150
HP	139380–146652
Weak	●
Strong	●

Drop	—
Steal	—

Attacks to Watch Out For

742 DAMAGE!
5 HITS!
RESIST!

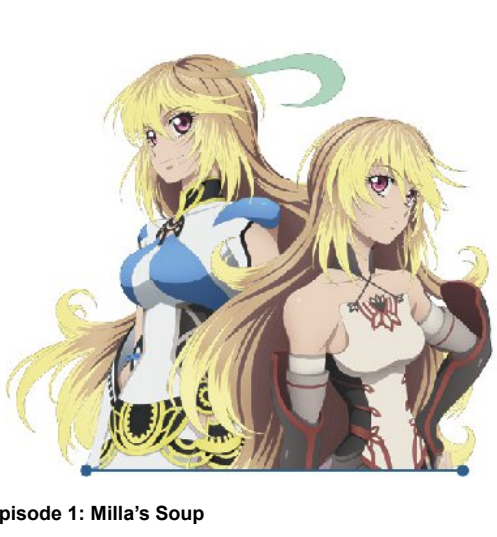
Celsius's Ice-Blade Thrust: Celsius bends over a fallen foe and dishes out a series of attacks. You can't guard against this attack, so back-step away.

Aqua Dragon's Splash Breath: The dragon emits a powerful spray of water breath in front of it. The attack has long range, but there's a blind spot right in front of the dragon, so if you use a front-step at the instant the dragon begins using it, you can get in close where it's safe.

6 **7** Go to Sharliton and head south to Lord's Manor Gates and enter the mansion. Jude's story concludes with a valuable lesson and an incredible breakthrough in his research.

Character Stories

Milla's Story



Episode 1: Milla's Soup

Time

After completing Chapter 7 and until Interval 10–11

Location

Nia Khera—Residence

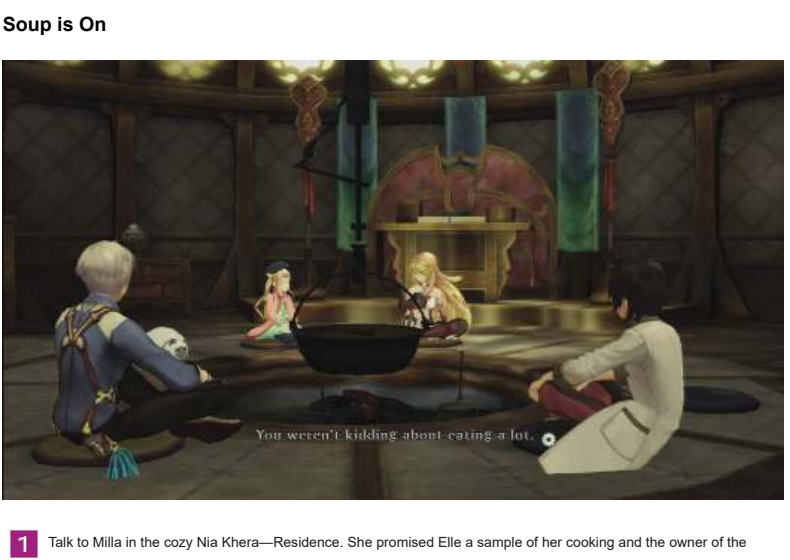
DIALOGUE FLOWCHART

1 Nia Khera—Residence

L1: Milla affinity +250 / R1: —

L1: Milla affinity +250 / R1: —

Soup is On


You weren't kidding about eating a lot.

1 Talk to Milla in the cozy Nia Khera—Residence. She promised Elle a sample of her cooking and the owner of the house lets Milla use the kitchen to make soup.

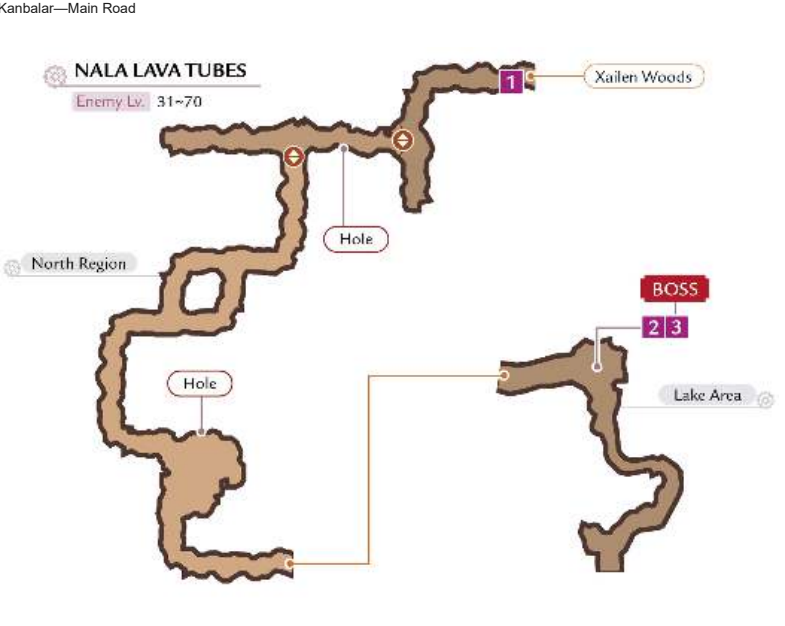
Episode 2: Master Chef Milla

Time

After completing Chapter 8 and until Interval 10–11

Location

Kanbalar—Main Road


NALA LAVA TUBES
Enemy Lv. 31~70
1
Xailen Woods
Hole
North Region
BOSS
2 3
Lake Area
Hole

DIALOGUE FLOWCHART

Kanbalar—Main Road

L1: — / R1: —

1 Nala Lava Tubes—North Region

2 Nala Lava Tubes—Lake Area

L1: Milla affinity +250 / R1: —

3 Boss—Blaze Claw

L1: — / R1: Milla affinity +250

L1: Milla affinity +200 / R1: —

Ingredient Hunt

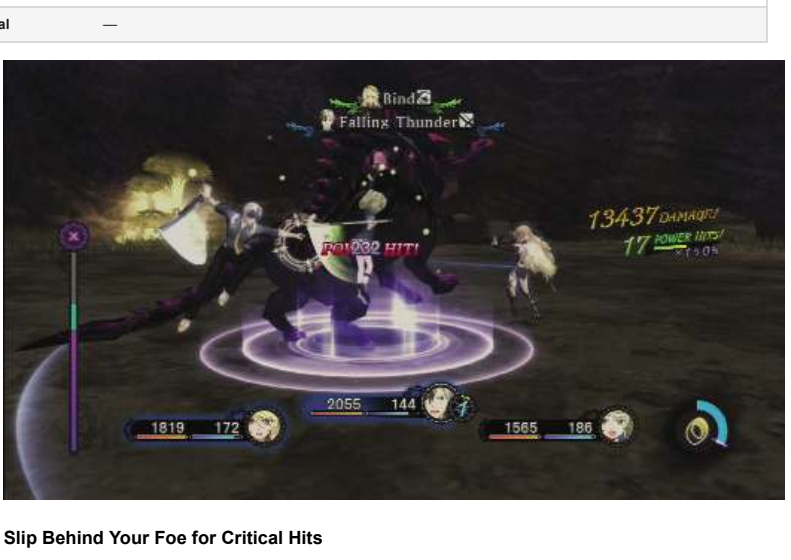
Speak to Milla in Kanbalar to join her on a hunt for a secret ingredient to prove her culinary prowess.

1 2 Go to Nala Lava Tubes—North Region and make your way to the Lake Area. The party splits up looking for the item they need, but make sure to help Milla before she slips into the lava. Just watch those hands!

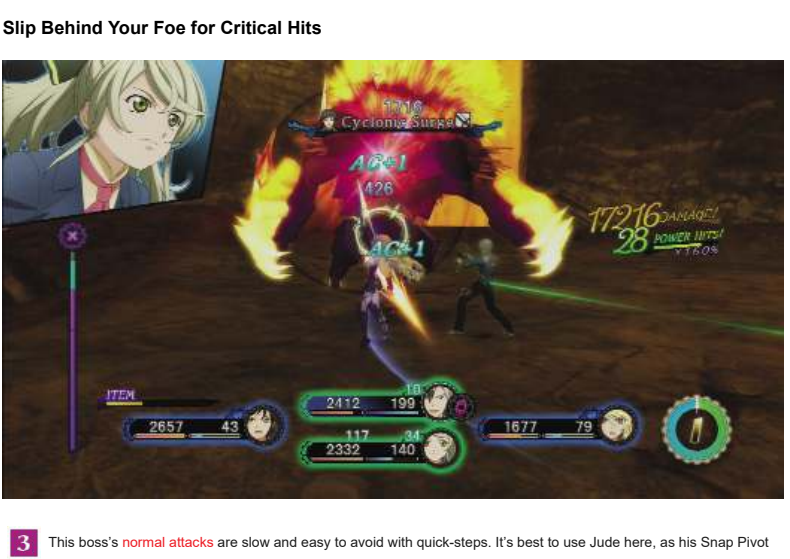
Boss Blaze Claw

Level	32–71
Iron Stance	300
HP	157794–312936
Weak	●
Strong	●

Drop	Pointy Talons (100%) / Flame Cape (100%)
Steal	—



Slip Behind Your Foe for Critical Hits



3 This boss's normal attacks are slow and easy to avoid with quick-steps. It's best to use Jude here, as his Snap Pivot will allow Jude to slip behind the foe as he dodges and retaliate with critical hits. When the boss is staggered, use normal attack combos and then knock the target down with Aqua Sweep to recover your AC. If Jude links with Ludger, they can use the Water-type Linked Arte Dragon Deluge, so when your Link Gauge fills, link with Ludger. Also if you see it leap in the air and start to roll, make sure to guard so you don't get hit by the Mad Blaze attack.

Attacks to Watch Out For

Assault Claw: This has a long forward range, so if you're near the boss, one back-step won't be enough to get out of range. You'll need to perform two in rapid succession.

Downward Swing: This attack has guard break and knockdown effects. There's a window of opportunity before the boss brings his hands down in which you can quick-step away.

Episode 3: The Milla We Know

Time

After completing Chapter 11 and until Interval 12–13

Location

Nia Khera—Residence

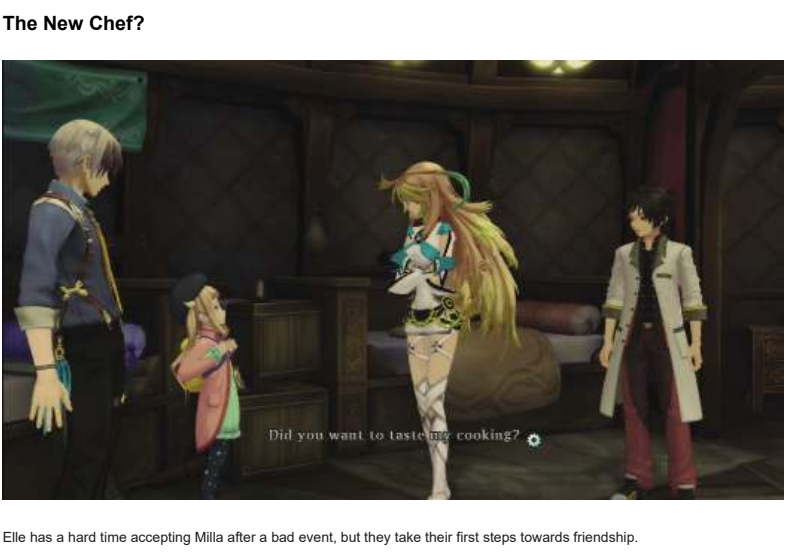
DIALOGUE FLOWCHART

Nia Khera—Residence

L1: — / R1: Milla affinity +250

L1: — / R1: Milla affinity +250

The New Chef?


Did you want to taste my cooking?

Elle has a hard time accepting Milla after a bad event, but they take their first steps towards friendship.

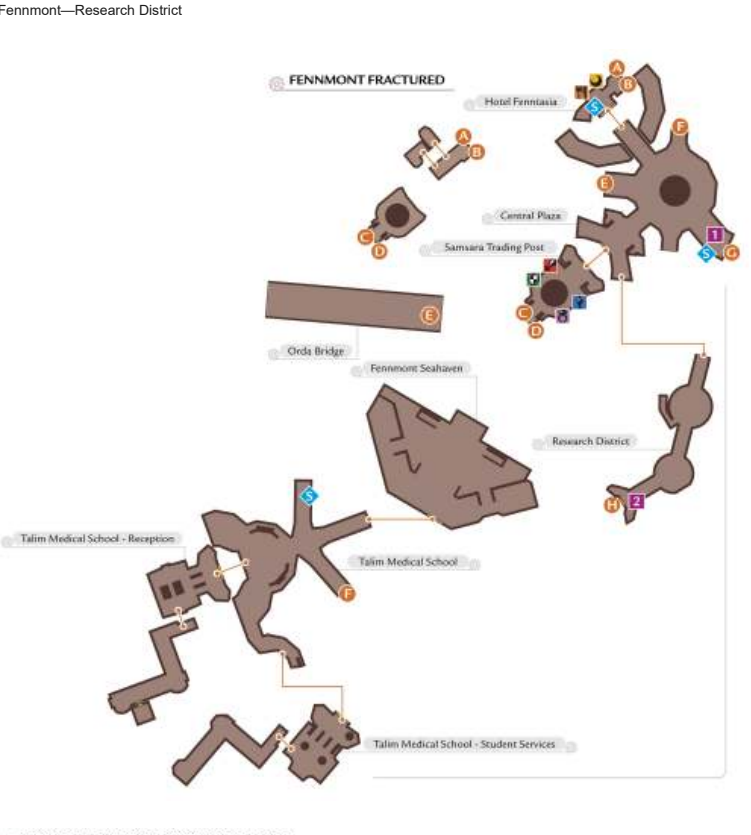
Episode 4: Milla the Traitor

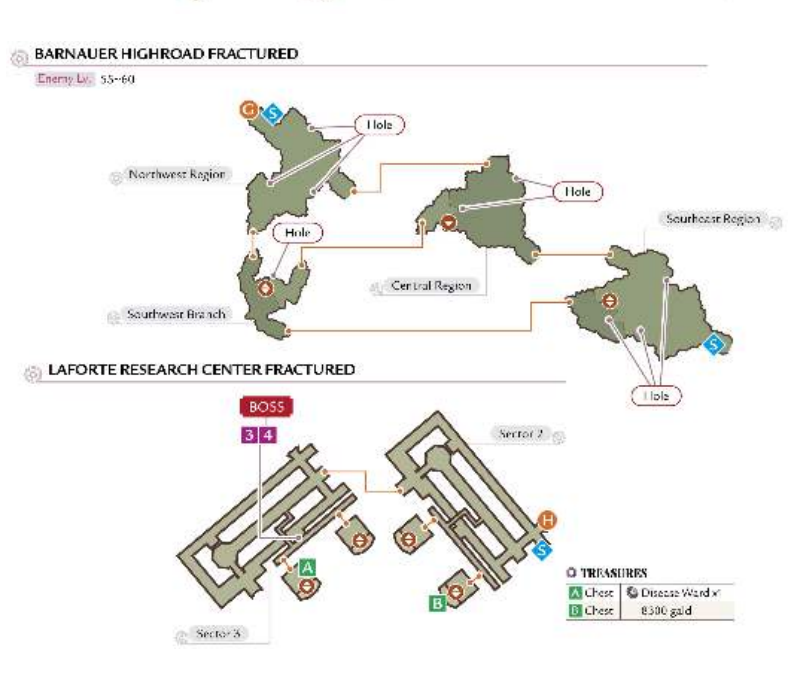
Time

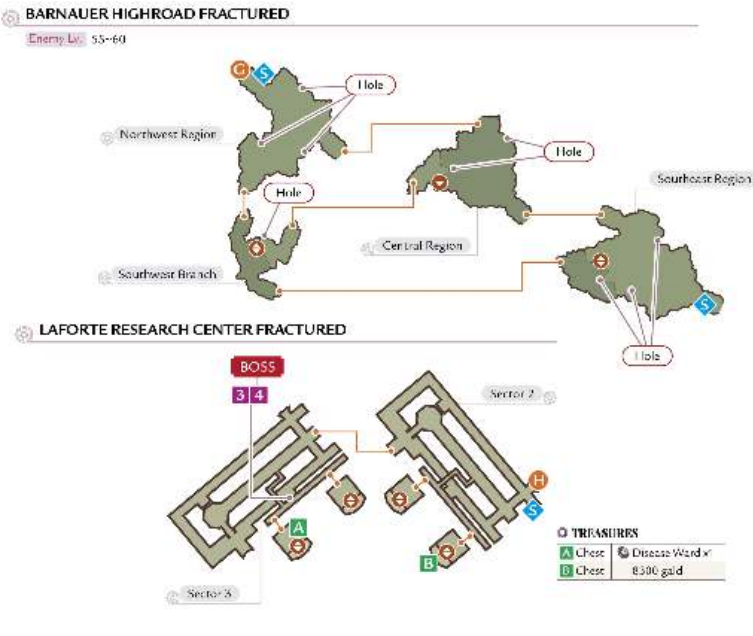
After Chapter 12

Location

Fennmont—Research District


FENNMONT FRACTURED
Hotel Fennmonia
Central Plaza
Samsara Trading Post
Orda Bridge
Fennmont Seahaven
Research District
Talim Medical School - Reception
Talim Medical School
Talim Medical School - Student Services
1
2


BARNAUER HIGHROAD FRACTURED
Enemy Lv. 55~60
Hole
Northwest Region
Hole
Hole
Southeast Region
Central Region
Southwest Branch
Hole


LAFORTE RESEARCH CENTER FRACTURED
BOSS
3 4
Sector 2
Sector 3
TREASURES
A Chest
B Chest
8100 gald

DIALOGUE FLOWCHART

Fennmont—Research District

L1: — / R1: —

1 Fennmont—Central Plaza (Fractured)

2 Laforte Research Center (Fractured)

3 Laforte Research Center - Laboratory 4 (Fractured)

L1: — / R1: —

L1: Milla affinity +250 / R1: —

4 Boss—Aska

L1: Milla affinity +200 / R1: —

L1: — / R1: —

5 Laforte Research Center

L1: — / R1: Milla affinity +250

Jude's Best Buddy

This city is where Milla and I first met.

Jude and Milla reminisce about old times in the city where they first met, but a call from Vera disturbs the bickering.

1 Jump into a Fractured Dimension that places you right back in Fennmont, but at the Central Plaza.

2 Check out the shops if you like and talk to the townfolk to get a clue on the catalyst. When you find out its location, go to Point H to get to Laforte Research Center.

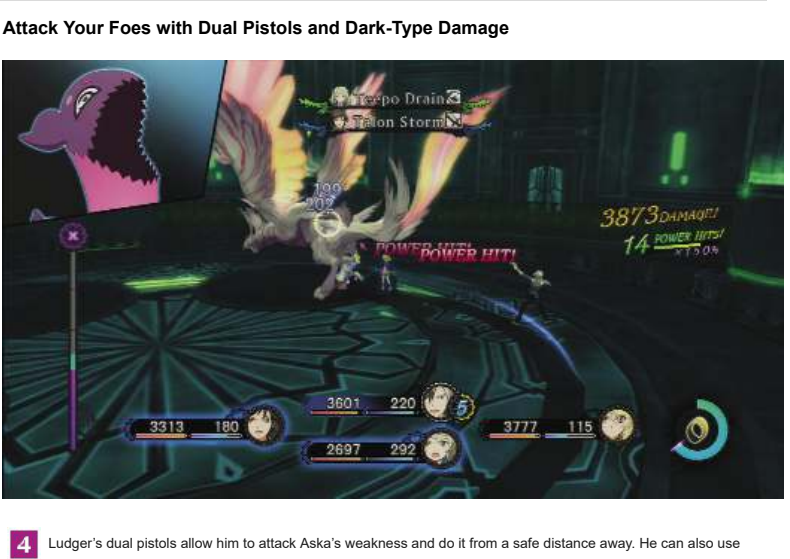
3 Go to the upper level in Sector 1 and enter Laboratory 04 to find the source of the problem.

BOSS Aska (Fractured)

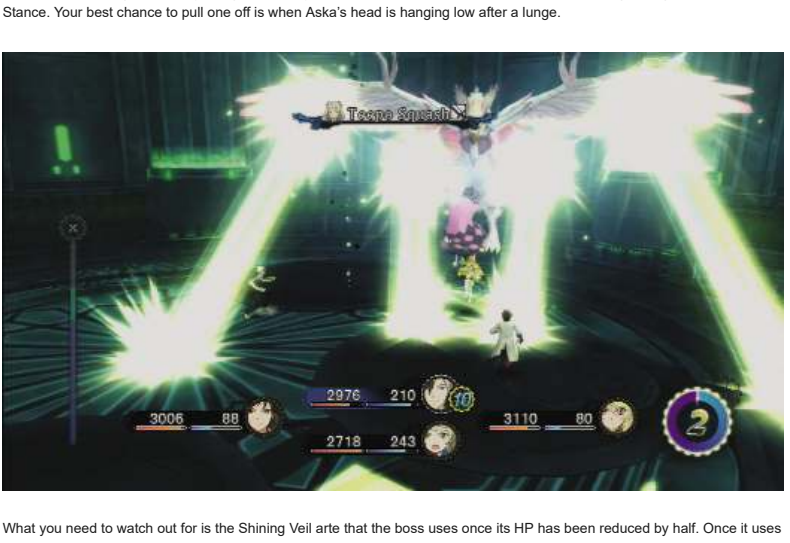
Level	56–71
Iron Stance	200
HP	192528–237888
Weak	● ●
Strong	●

Drop	Muddle Ward (100%)
Steal	Roasted Chicken (5%)

Attack Your Foes with Dual Pistols and Dark-Type Damage



4 Ludger's dual pistols allow him to attack Aska's weakness and do it from a safe distance away. He can also use weakness-exploiting combos by using the Dark-type Zero Divide arte, which is excellent for breaking through the boss's Iron Stance. Your best chance to pull one off is when Aska's head is hanging low after a lunge.



What you need to watch out for is the Shining Veil arte that the boss uses once its HP has been reduced by half. Once it uses this, it'll be able to use more powerful artes, so be diligent about guarding and evading. When the lights appear on the ground, flee from that spot or you'll get attacked by a pillar of light. This foe has lots of HP, so try to deal big damage with your transformation.

5 Automatically go back to Laforte Research Center for a quick chat after the battle.

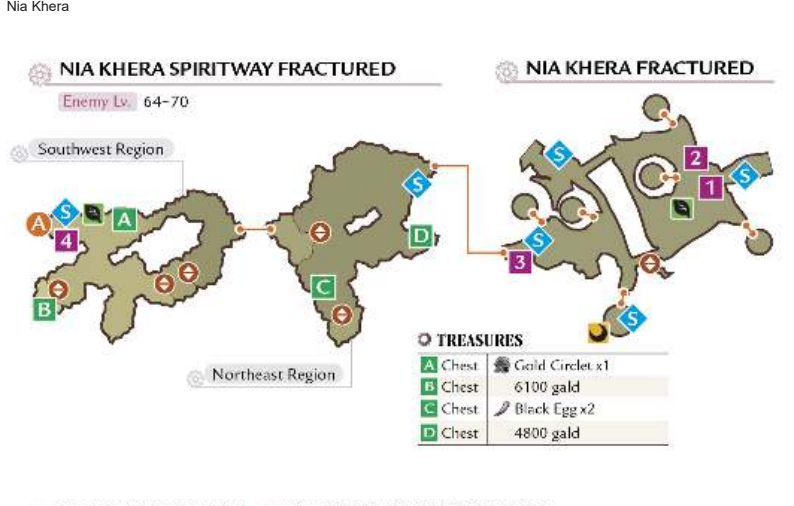
Episode 5: Servant of Maxwell

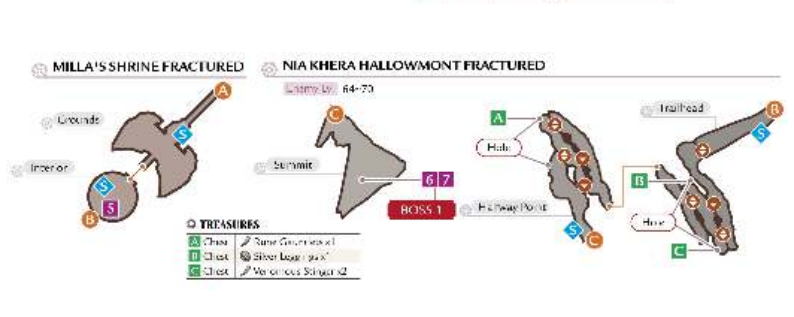
Time

After Chapter 14

Location

Nia Khera


NIA KHERA SPIRITWAY FRACTURED
Enemy Lv. 64~70
Southwest Region
Northeast Region
NIA KHERA FRACTURED
1
2
3
TREASURES
A Chest Gold Circlet x1
B Chest 6100 gald
C Chest Black Egg x2
D Chest 4800 gald


MILLA'S SHRINE FRACTURED
NIA KHERA HALLOWMONT FRACTURED
Enemy Lv. 64~70
4
5
6 7
BOSS 1
Hole
Halfway Point
Trailhead
TREASURES

DIALOGUE FLOWCHART

Nia Khera

L1: — / R1: Milla affinity +250

1 Nia Khera (Fractured)

2 Speak to Ivar

L1: — / R1: —

3 Nia Khera Spiritway (Fractured)

4 Milla's Shrine (Fractured)

5 Nia Khera Hallowmont (Fractured)

6 Boss—Melancholic Decay + Melancholic Soul

7 Return to Nia Khera

L1: Milla affinity +250 / R1: —

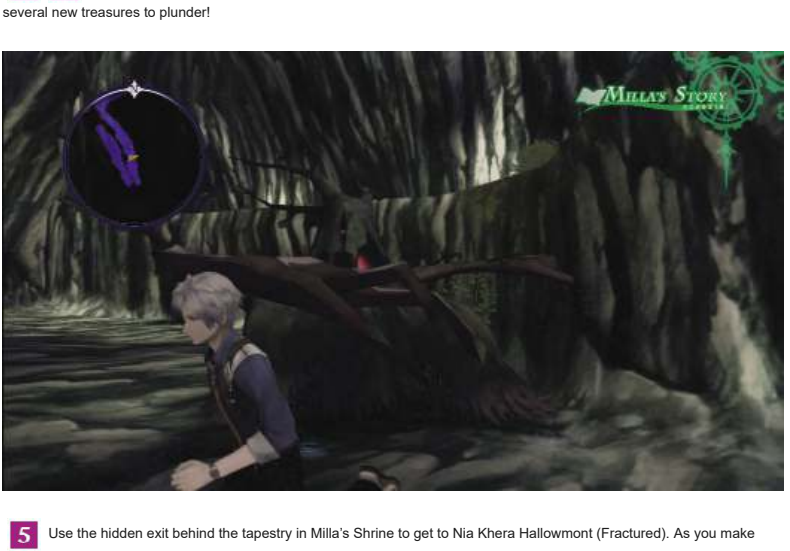
The Kresnik Clan

Nia Khera is where you can find Milla once again. She has some shocking news about the ancient city and its descendants of the Kresnik clan. Just on cue, Vera calls about another Fractured Dimension.

You're researching spirit worship?

1 2 Jump into the dimension and end up right back in Nia Khera. A short distance away this world's version of Ivar is engaged in spirit worship. Your chat with Ivar is cut off quickly as the Terror of the Hallowmont has returned.

3 4 Leave the city to the west to cut through Nia Khera Spiritway to get to Milla's Shrine. Along the way there are several new treasures to plunder!


Milla's Story

5 Use the hidden exit behind the tapestry in Milla's Shrine to get to Nia Khera Hallowmont (Fractured). As you make your way to the summit, conserve your resources for the boss battle, but try to collect the three treasures.

Boss Melancholic Decay

Level	65–71
Iron Stance	200
HP	297570–322140
Weak	● ●
Strong	● ● ● ● ● ● ●

Drop	Rotten Bone (100%) Sharp Fang (100%)
Steal	Mysterious Bead (5%)

7 Return to Nia Khera for an interesting converation.

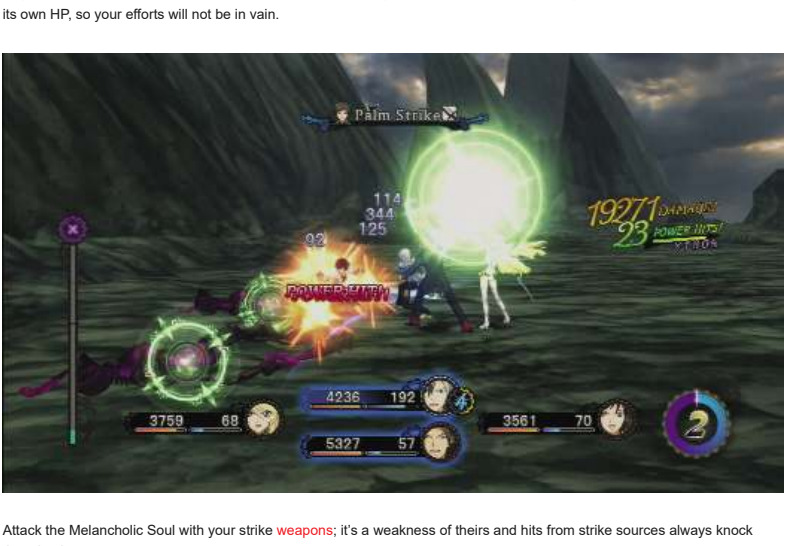
Boss Melancholic SOUL

Level	65–71
Iron Stance	0
HP	22890–24780
Weak	● ●
Strong	● ●

Drop	—
Steal	—

Prioritize Killing the Melancholic Soul

6 The Melancholic Decay will use Freedom Gaze to sacrifice its own HP and summon two Melancholic Souls. As soon as you defeat the Melancholic Souls, the boss will immediately summon new ones. But every time it does, it reduces some of its own HP, so your efforts will not be in vain.



Attack the Melancholic Soul with your strike weapons; it's a weakness of theirs and hits from strike sources always knock them back.

7 Return to Nia Khera for an interesting converation.

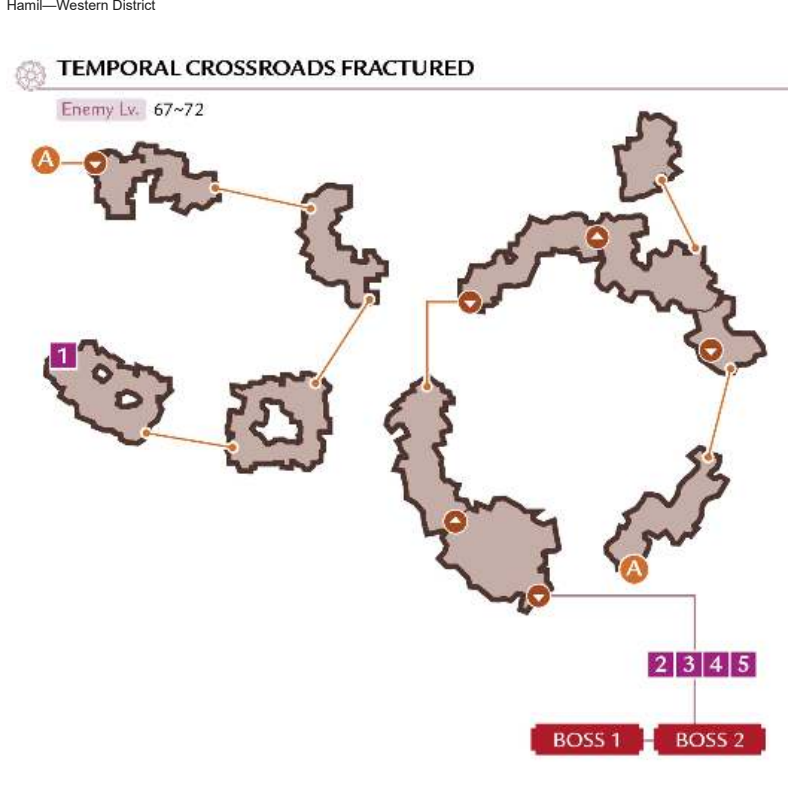
Episode 6: Undying Resolve

Time

After Chapter 15

Location

Hamil—Western District


TEMPORAL CROSSROADS FRACTURED
Enemy Lv. 67~72
A
1
A
2 3 4 5
BOSS 1
BOSS 2

DIALOGUE FLOWCHART

Hamil—Western District

L1: — / R1: —

1 Temporal Crossroads (Fractured)

2 Jump down to confront Maxwell (Fractured)

L1: Milla affinity +500 / R1: —

3 Boss—Maxwell (Fractured)

L1: — / R1: —

4 Boss—Muzét (Enslaved Catalyst)

5 Return to Hamil—Western District

L1: — / R1: Milla affinity +250

Enemies

Earth Element

Type ●	
HP	6249
Weak	●
Strong	●
Absorbs	●

Water Element

Type ●	
HP	6720
Weak	●
Strong	●
Absorbs	●

Wind Element

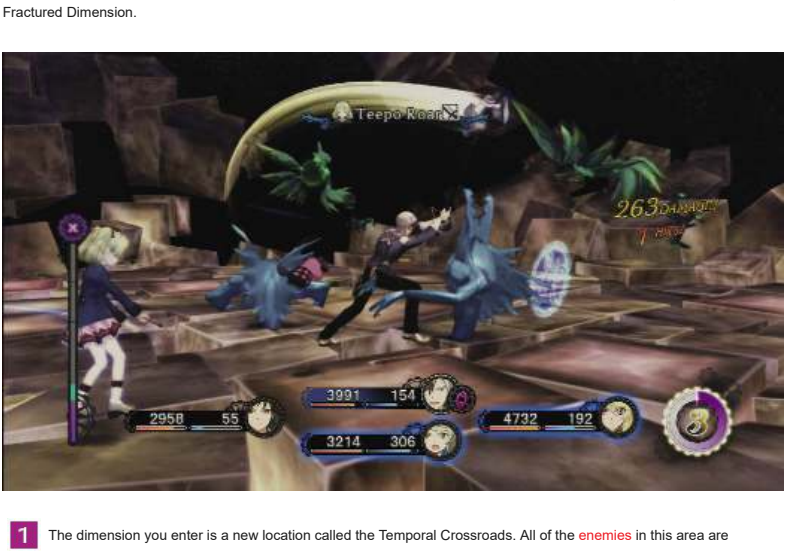
Type ●	
HP	6720
Weak	●
Strong	●
Absorbs	●

Fire Element

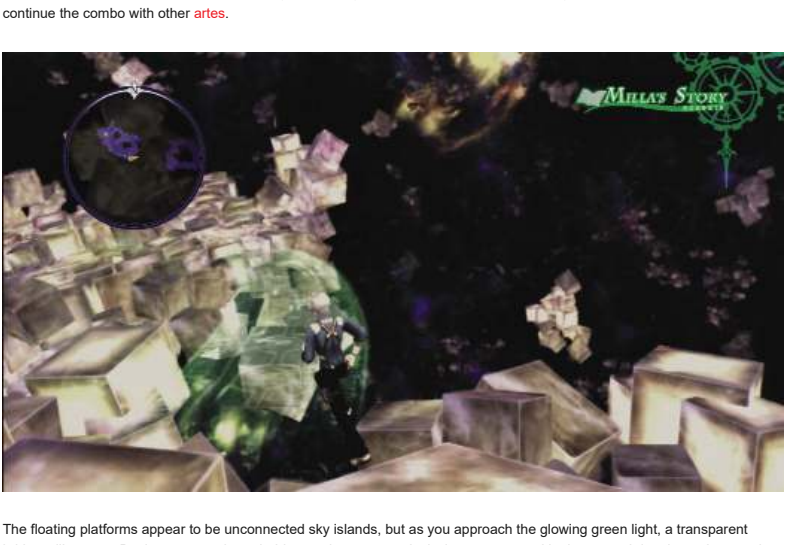
Type ●	
HP	6249
Weak	●
Strong	● ● ●
Absorbs	●

Temporal Crossroads

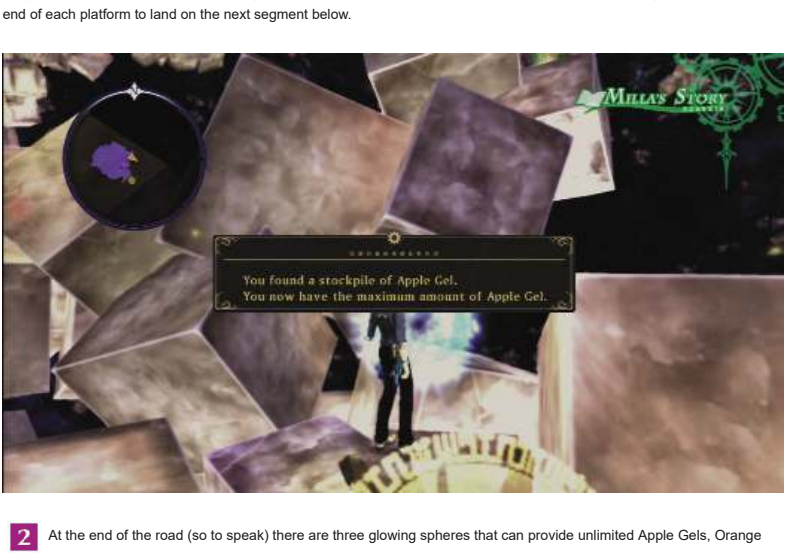
In Hamil, Milla can be found under the tall trees in the Western District. Guess who calls in and spoils the day with another Fractured Dimension.



1 The dimension you enter is a new location called the Temporal Crossroads. All of the enemies in this area are elemental beings that absorb their own elemental type and are weak against the opposite element. It would be pretty easy to battle these foes if they appeared in groups of only one type. However, the creatures attack in mixed squads, and you will need to alter your artes and possibly your weapon type to deal with them. With a little preparation, you can choose your artes for each weapon to have the four elemental types. Simply start off an attack with the enemy's elemental weakness and continue the combo with other artes.


Milla's Story

The floating platforms appear to be unconnected sky islands, but as you approach the glowing green light, a transparent bridge will appear. Battle your way through this area in a counterclockwise manner, and in the second ring, jump down at the end of each platform to land on the next segment below.


Milla's Story
You found a stockpile of Apple Gel.
You now have the maximum amount of Apple Gel.

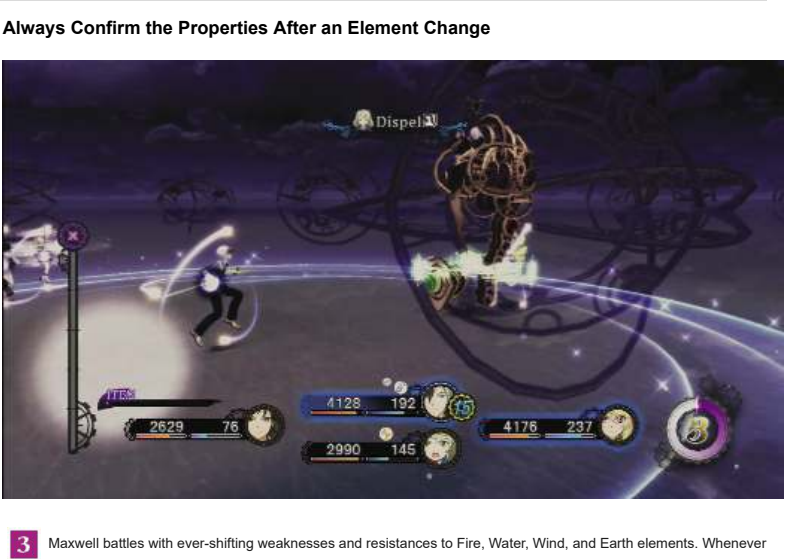
2 At the end of the road (so to speak) there are three glowing spheres that can provide unlimited Apple Gels, Orange Gels, and Life Bottles. Stock up on supplies before you jump down to face two bosses.

BOSS Maxwell (Fractured)

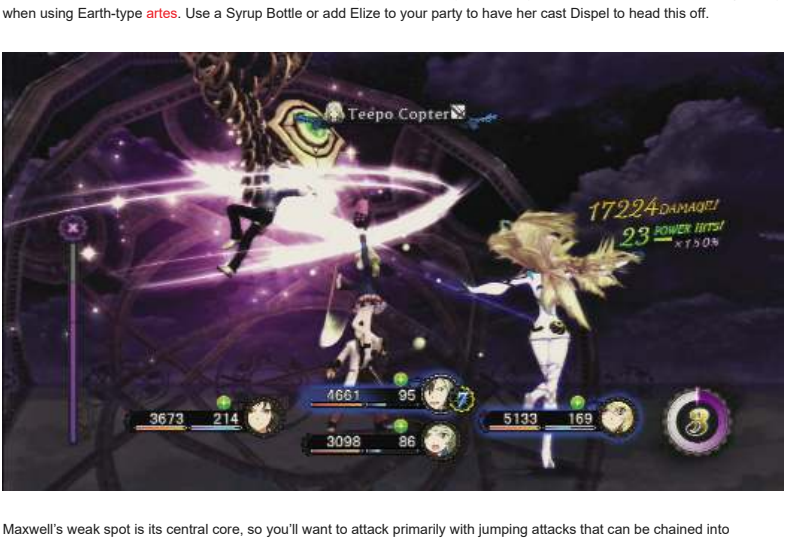
Level	68–73
Iron Stance	150
HP	341862–364452
Weak	—
Strong	—

Drop	Emerald Ring (100%)
Steal	Elemental Cape (5%)

Always Confirm the Properties After an Element Change

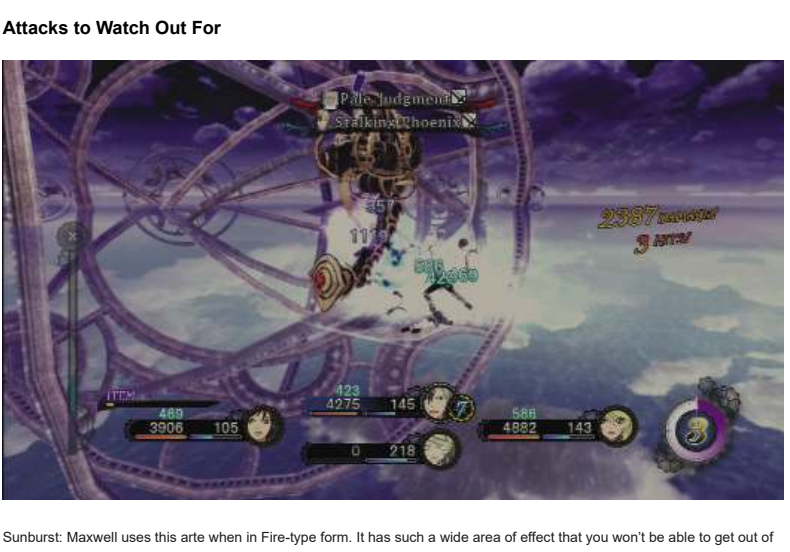


3 Maxwell battles with ever-shifting weaknesses and resistances to Fire, Water, Wind, and Earth elements. Whenever his elemental properties shift, the artes he uses will change. It's especially noteworthy that he has a chance of inflicting Petrify when using Earth-type artes. Use a Syrup Bottle or add Elize to your party to have her cast Dispel to head this off.



Maxwell's weak spot is its central core, so you'll want to attack primarily with jumping attacks that can be chained into combos. Milla especially excels at mid-air combat, so either use her or link with her for this fight. Fight head-on so you can disrupt the boss's spell casting with jumping attacks.

Attacks to Watch Out For



Sunburst: Maxwell uses this arte when in Fire-type form. It has such a wide area of effect that you won't be able to get out of the way with free run. Defend yourself with Magic Guard.

Pale Judgment: Maxwell uses this arte when in Fire-type form. If it connects, its target may be KO'd. Evade it with a quick-step.

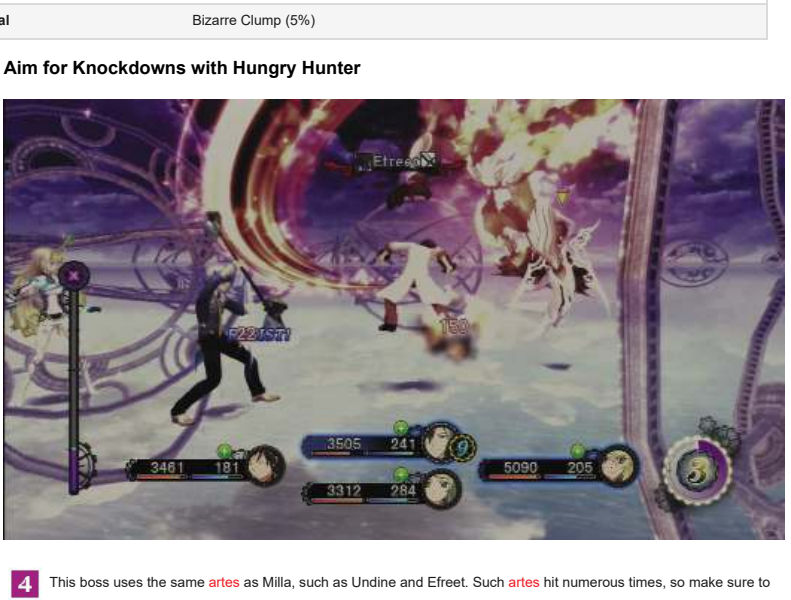
5 After the battle, return to Hamil to discuss the information Maxwell provided.

BOSS Muzét (Enslaved Catalyst)

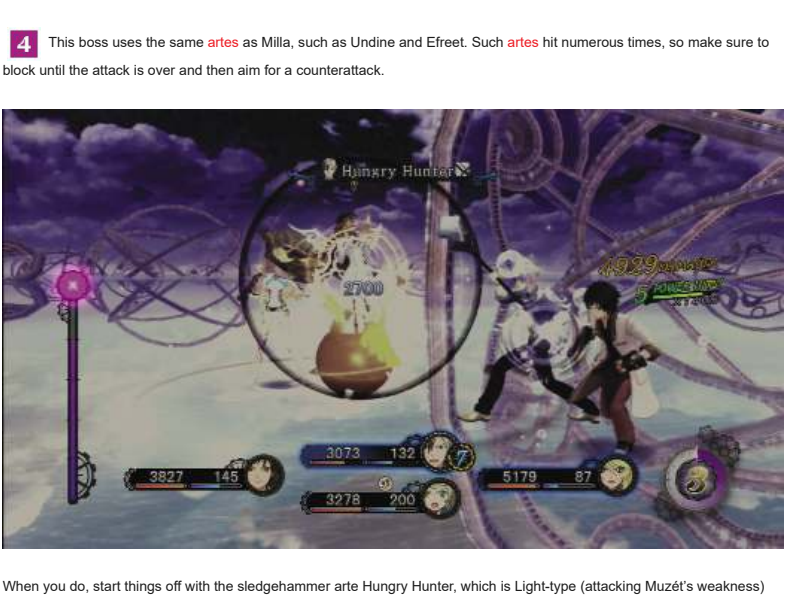
Level	69–74
Iron Stance	120
HP	207000–220500
Weak	●
Strong	●

Drop	Revival Ring (100%)
Steal	Bizarre Clump (5%)

Aim for Knockdowns with Hungry Hunter

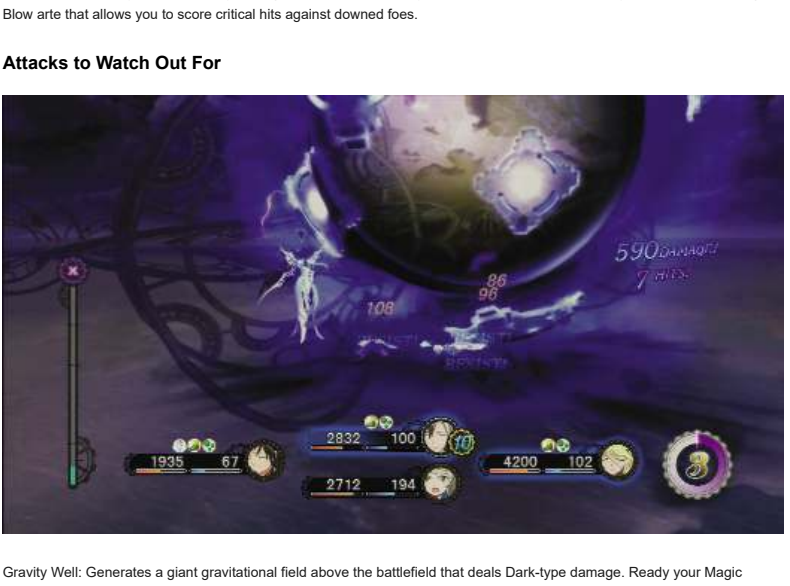


4 This boss uses the same artes as Milla, such as Undine and Efreet. Such artes hit numerous times, so make sure to block until the attack is over and then aim for a counterattack.



When you do, start things off with the sledgehammer arte Hungry Hunter, which is Light-type (attacking Muzét's weakness) and has a good chance of a knockdown. Follow it up with continued attacks. Make sure Jude and Ludger have the Down Burst skill set so they can deal heavy damage while she's down. If you knock her down, make sure you have the Crushing Blow arte that allows you to score critical hits against downed foes.

Attacks to Watch Out For



Gravity Well: Generates a giant gravitational field above the battlefield that deals Dark-type damage. Ready your Magic Guard if you're being targeted.

Hair Attack: Muzét can attack with her hair, a straight-line attack with a very long range. Don't try to quick-step away, just block.

Character Stories

Alvin's Story

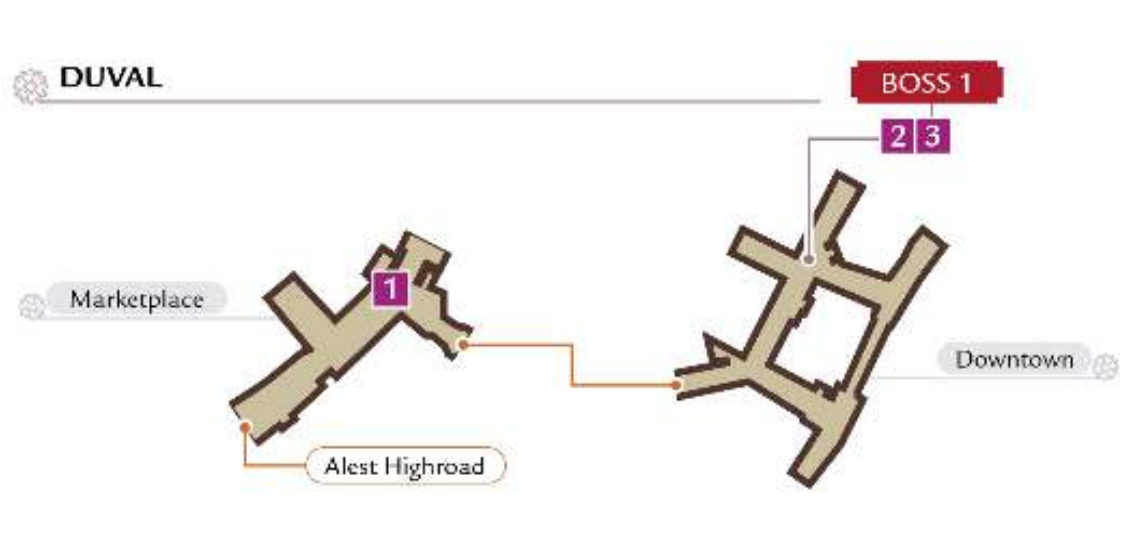
Episode 1: Alvin the Salesman

Time

After completing Chapter 6

Location

Duval—Downtown


DUVAL
BOSS 1
2 3
1
Marketplace
Downtown
Alest Highroad

DIALOGUE FLOWCHART

Duval—Downtown

L1: Alvin affinity +350 / R1: —

1 Duval—Marketplace

L1: — /R1: Alvin affinity +350

2 Duval—Downtown

3 Boss—Ivar

L1: Alvin affinity +100 / R1: —

Working with Alvin

What do you think? Notice a difference between 'em?

1 Head to the seedy part of Duval in the Downtown area to find Alvin. He is a fruit merchant and could use some help with his business. Help Alvin convince a local vendor in the Marketplace to carry his produce.

2 Go back to the Downtown area to meet Alvin's business partner. Unfortunately, Ivar shows up, itching for a fight.

BOSS Ivar

Level	15–70
Iron Stance	0
HP	41412–14897
Weak	●
Strong	●

Drop	Lose Stick (100%) Stamina Ring (100%)
Steal	Soba Omelette (Small) (5%)

Armor Crusher
458 DAMAGE!
17 POWER HITS!
1200 64
1159 54
1088 100
1248 137

3 Ivar is weak to Wind-type attacks, so use artes like Azure Edge to start off a combo and take advantage of the speed of the dual blades to pin him down. Ivar has a few powerful attacks, and you should block when you see the blue ! over his head. Otherwise, be as aggressive as possible.

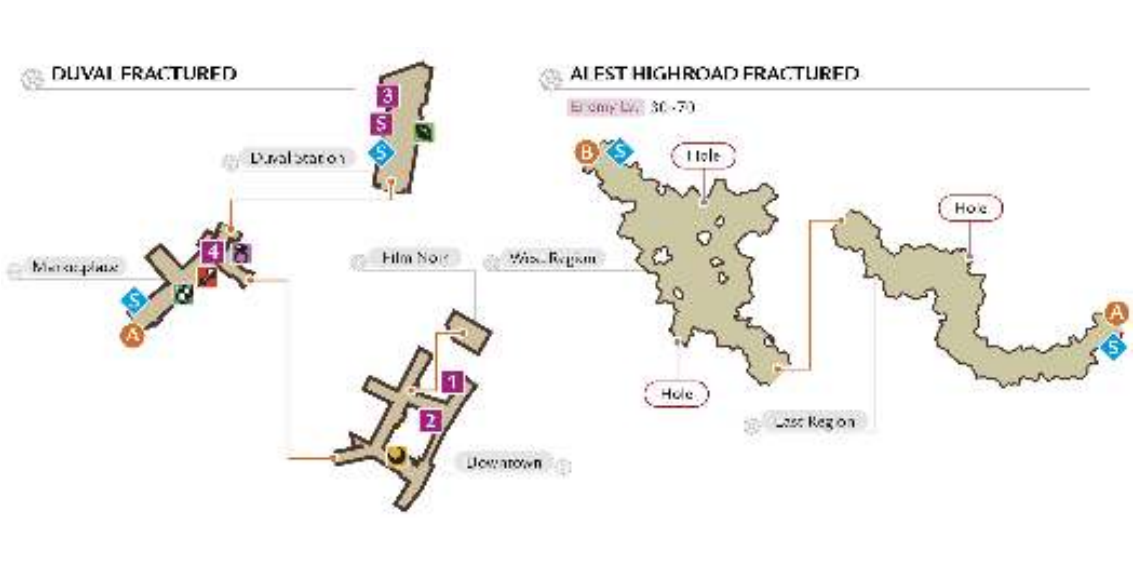
Episode 2: Business Partners

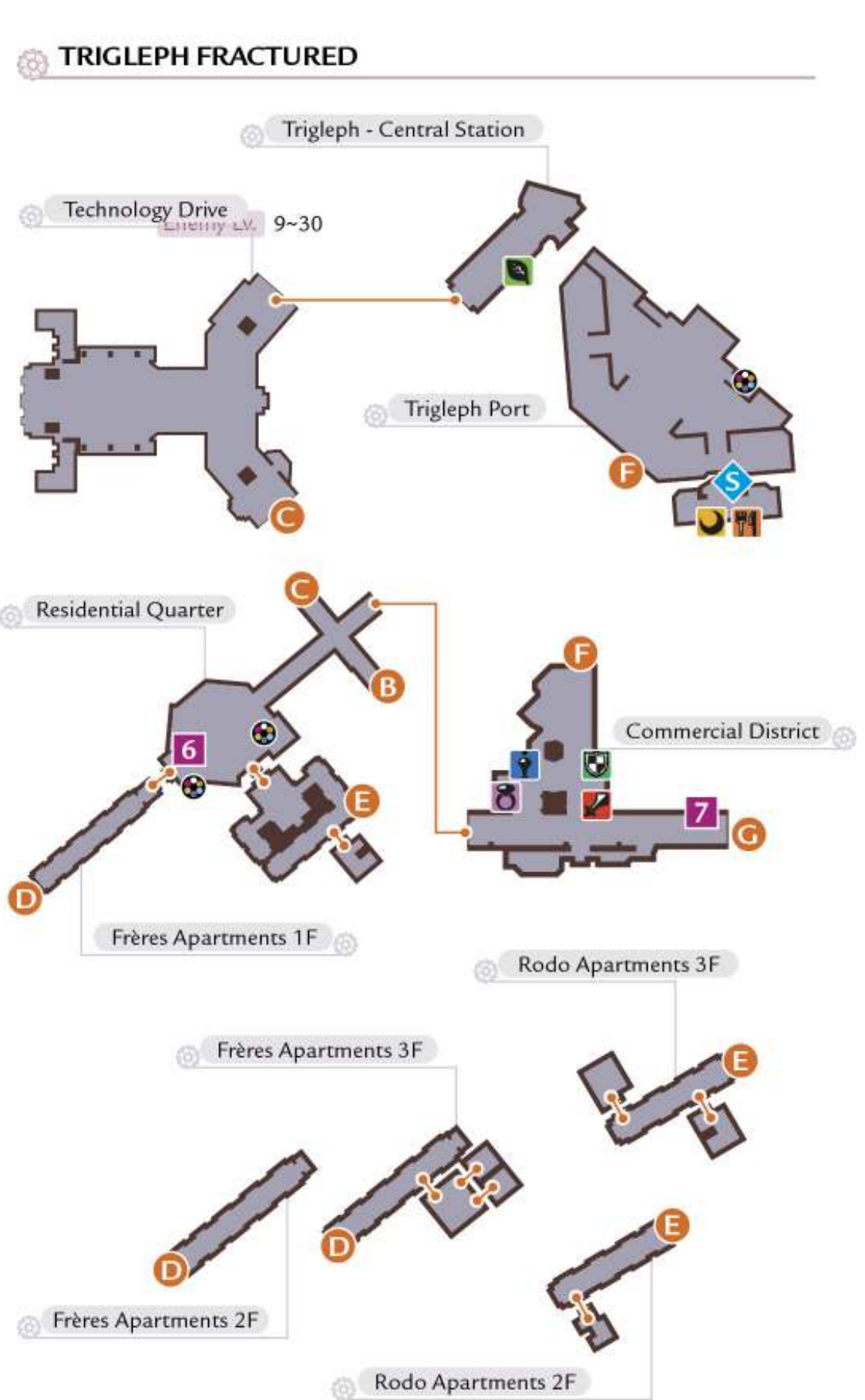
Time

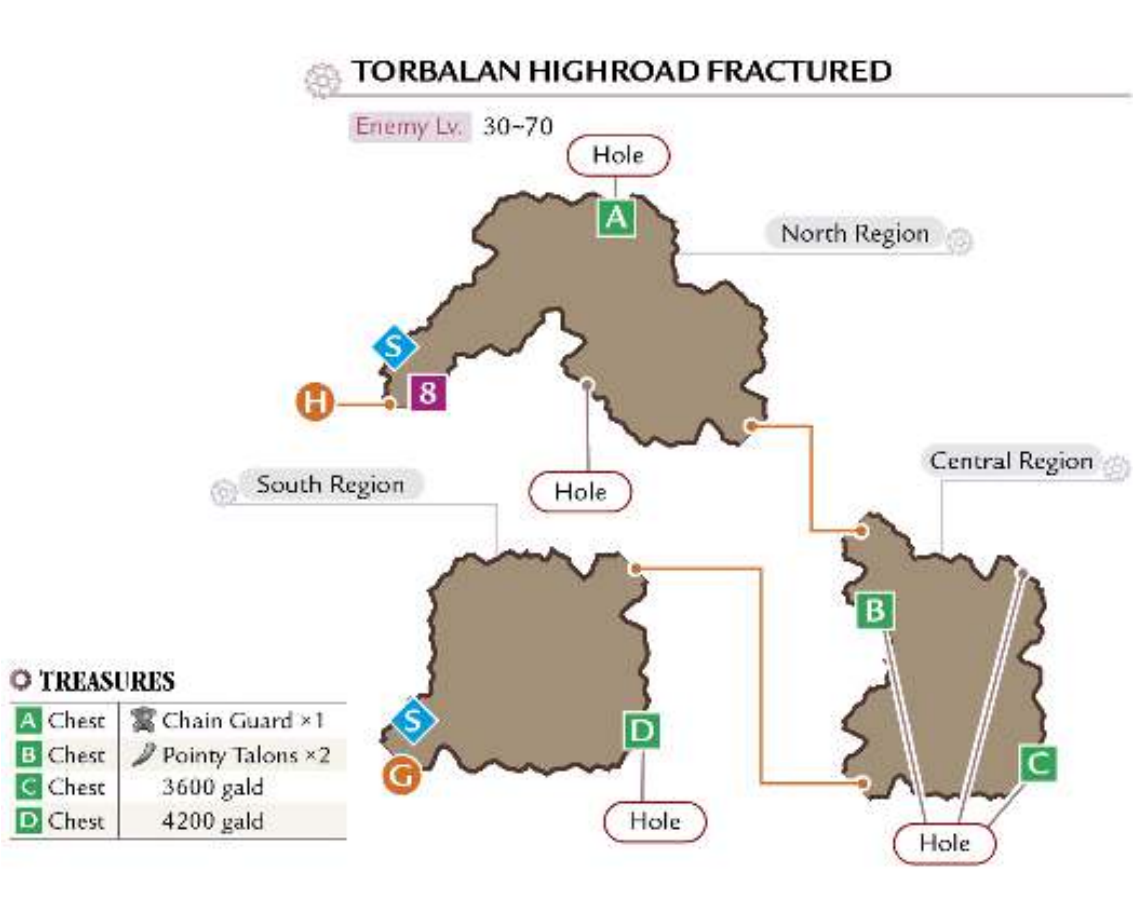
After completing Chapter 8

Location

Duval—Downtown


DUVAL FRACTURED
Duval Station
Marketplace
Film Noir
Downtown
ALEST HIGHROAD FRACTURED
Enemy Lv. 30~70
Hole
West Region
East Region


TRIGLEPH FRACTURED
Trigleph - Central Station
Technology Drive
Enemy Lv. 9~30
Trigleph Port
Residential Quarter
Commercial District
Frères Apartments 1F
Rodo Apartments 3F
Frères Apartments 3F
Frères Apartments 2F
Rodo Apartments 2F


TORBALAN HIGHROAD FRACTURED
Enemy Lv. 30~70
Hole
North Region
South Region
Central Region
TREASURES
A Chest Chain Guard ×1
B Chest Pointy Talons ×2
C Chest 3600 gald
D Chest 4200 gald

DIALOGUE FLOWCHART

Duval—Downtown

L1: — / R1: Alvin affinity +350

1 Duval—Downtown (Fractured)

2 Speak to men where you appear

3 Duval Station (Fractured)

4 Duval—Marketplace (Fractured)

L1: — / R1: —

L1: Alvin affinity +350 / R1: —

5 Duval Station (Fractured)

6 Trigleph—Residential Quarter (Fractured)

L1: Alvin affinity +350 / R1: —

L1: — / R1: —

7 Exit for Torbalan Highroad (Fractured)

8 Torbalan Highroad (Fractured)

9 Helioborg Entrance (Fractured)

10 Military Research Wing 1F—Passage (Fractured)

11 Military Research Wing 1F—Warehouse (Fractured)

12 Duval—Marketplace

L1: Alvin affinity +350 / R1: —

Alvin and Yurgen

1 Alvin is at his hangout in Duval—Downtown. Chat with him, and when Vera calls and he will join in on your dimension hop to an alternate version of Duval.

ALVIN'S STORY
Yeah, it's that Rieze Maxian-Elympion pair, right?

2 Talk to men near the corner of a building right in front of you. It seems that Alvin and his partner have been successful in this dimension.

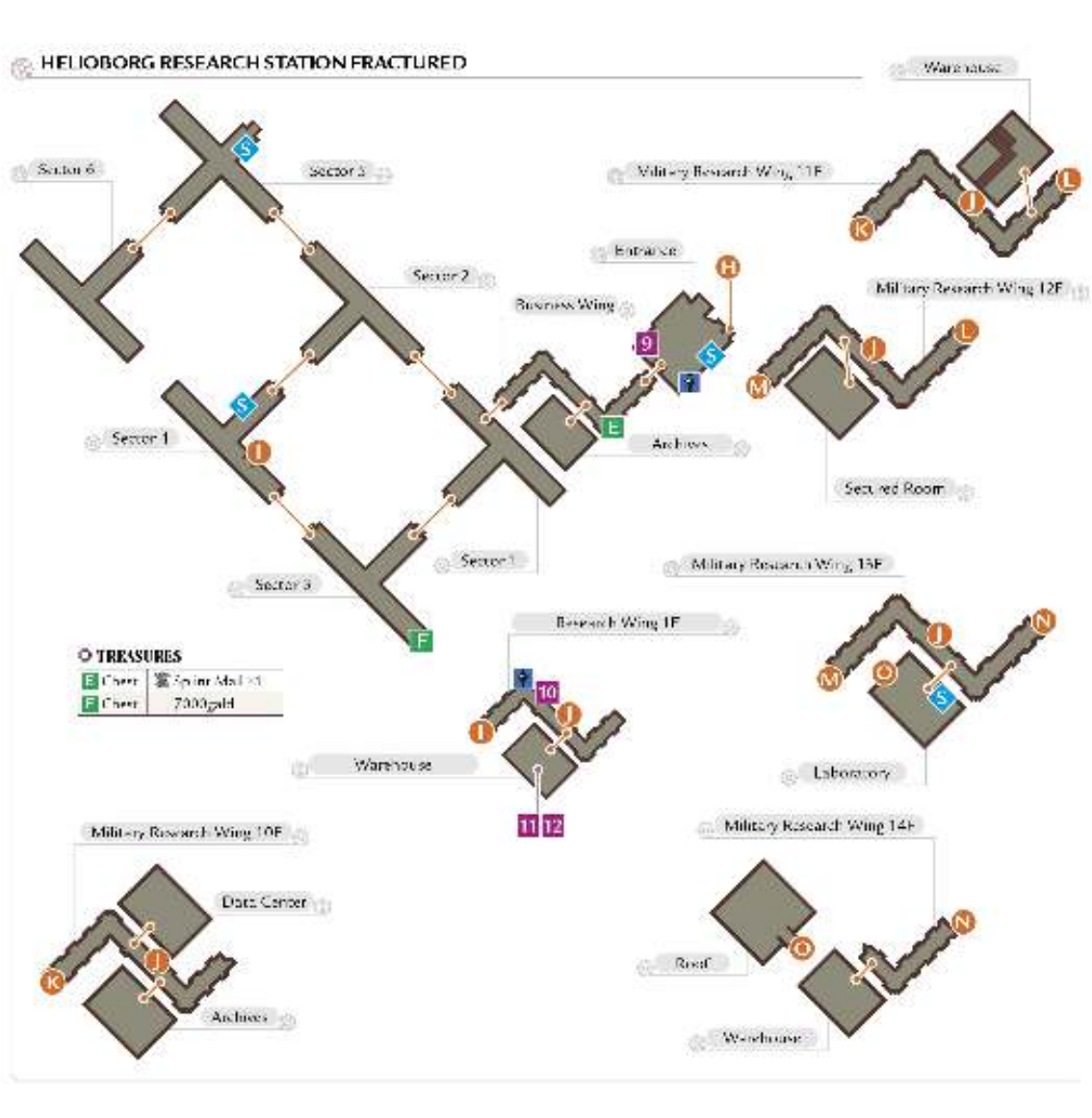
3 You still need a bit more info to find the divergence catalyst, so go to Duval Station to speak to the men with a red smiley face over their heads.

ALVIN'S STORY
Talk

4 To get to the bottom of what is going on, head to the Marketplace and look for Alvin's partner Yurgen. Alvin gives his partner the day off and receives a key to a storage facility in Helioborg.

5 You can't warp to Helioborg from the World Map, which means you will have to go to the long way. Go to Duval Station and hop a train to Trigleph.

6 7 Once you reach Trigleph, check out what the Julius and Ludger of this dimension are up to by going to the Residential Quarter. After completing the small diversion, get back on track to make your way to Helioborg, traveling through Torbalan Highroad.


HELIOBORG RESEARCH STATION FRACTURED
Warehouse
Sector 6
Sector 3
Military Research Wing 11F
Entrance
Sector 2
Business Wing
Military Research Wing 12F
Sector 1
Archives
Secured Room
Sector 4
Sector 5
Military Research Wing 13F
Research Wing 1F
TREASURES
Warehouse
Laboratory
Military Research Wing 10F
Military Research Wing 14F
Data Center
Roof
Archives
Warehouse

Rear Support
Rabid Lunge
3052 DAMAGE!
4 POWER HITS!
POWER HIT!
2326
3008 76
2583 144
1814 183
2558 125

8 Torbalan Highroad has enemies in the 30–70 level range. Watch out for the large boar-like foes and use the sledgehammer to prey on most of the enemies' weakness. Make sure to collect the new treasures in this Fractured Dimension.

ALVIN'S STORY
Hello, Alvin. Do you want to go to the warehouse?

9 At the Helioborg Entrance, speak to the man in the light-colored coat to go to the Warehouse.

10 When you appear at the Military Research Wing 1F, go into the Warehouse.

ALVIN'S STORY
Check

11 12 There is something strange in the materials crates in the back. Check them to find the catalyst and destroy it to return to Duval.

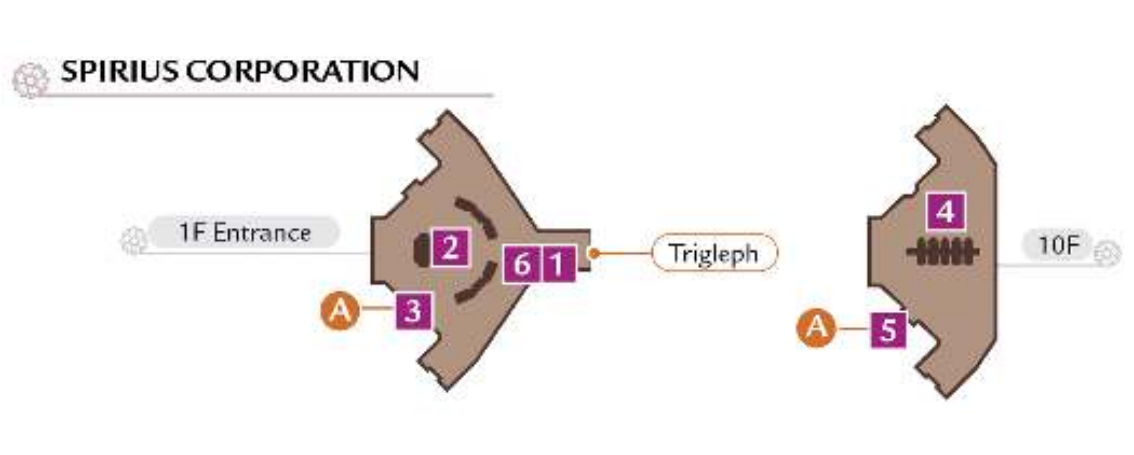
Episode 3: The Price of Betrayal

Time

After completing Chapter 9

Location

Drellin—Central Plaza


SPIRIUS CORPORATION
1F Entrance
Trigleph
10F

DIALOGUE FLOWCHART

Drellin—Central Plaza

L1: — / R1: —

1 Spirius Corporation

2 Speak to receptionist

L1: Alvin affinity +350 / R1: —

3 Use elevator to go to 10F

4 10F—Approach Yurgen

L1: Alvin affinity +350 / R1: —

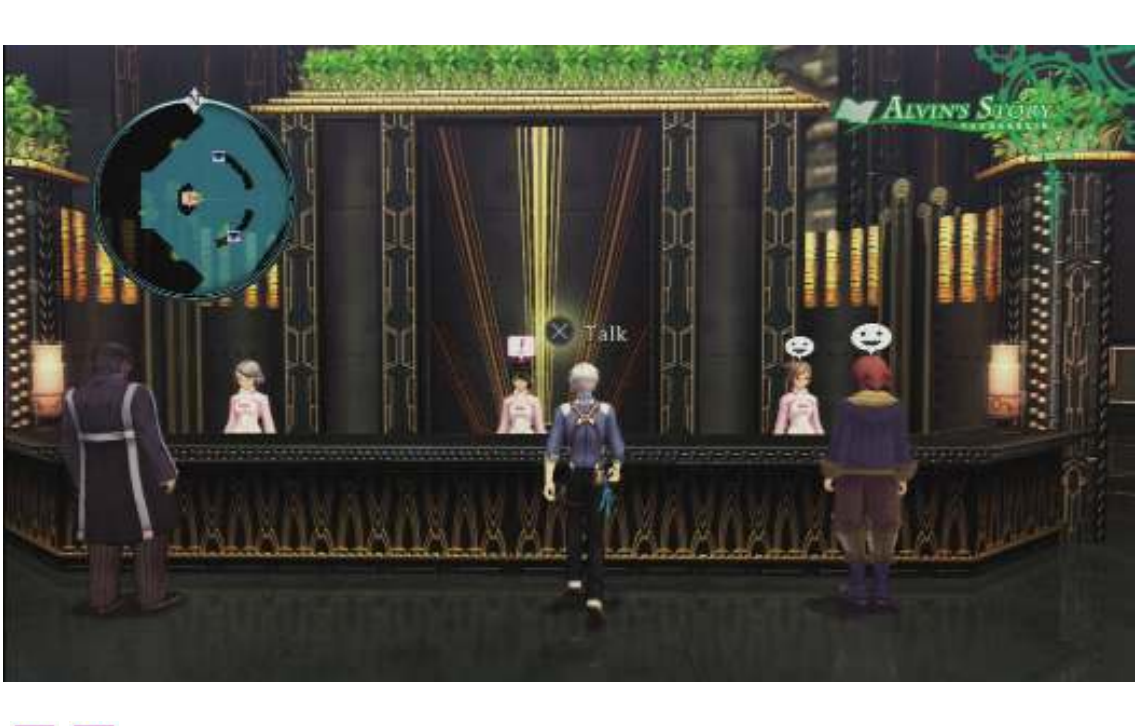
5 Use the elevator to return to 1F

6 1F—Approach Yurgen

L1: — / R1: Alvin affinity +350

Doing Business in Elympios

Catch up with Alvin in Drellin and you arrive just in time to find him arguing with Leia over food. Alvin receives a call and needs to get to Spirius Corp. ASAP.


ALVIN'S STORY
Talk

1 2 Use the World Map and warp to the Spirius Corporation Entrance, then run inside and speak to the receptionist in the lobby.

Ah, you're just in time to talk some sense into your friend.

3 4 Take the elevator on the western wall to the 10th floor and check in on Yurgen to find out what all the commotion is about.

5 6 Return the first floor and catch Yurgen at the entrance before he can leave. Alvin and Yurgen exchange some uncomfortable words, and things don't look good for their joint venture.

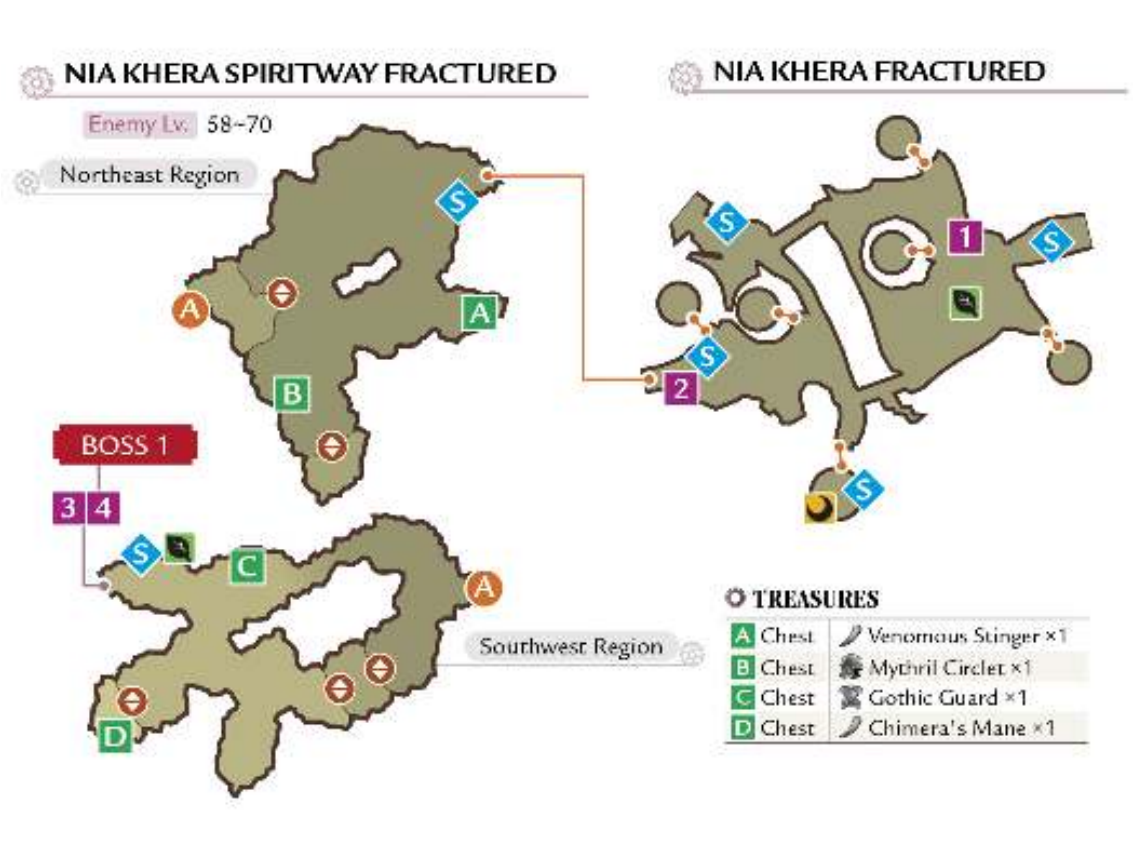
Episode 4: Farewells and Resolutions

Time

After Chapter 12

Location

Fennmont—Hotel Fenntasia—Lobby


NIA KHERA SPIRITWAY FRACTURED
Enemy Lv. 58~70
Northeast Region
BOSS 1
Southwest Region
NIA KHERA FRACTURED
TREASURES
A Chest Venomous Stinger ×1
B Chest Mythril Circlet ×1
C Chest Gothic Guard ×1
D Chest Chimera's Mane ×1

DIALOGUE FLOWCHART

Fennmont—Hotel Fenntasia—Lobby

L1: Alvin affinity +350 / R1: —

1 Nia Khera (Fractured)

L1: — / R1: —

2 Nia Khera Spiritway (Fractured)

3 Milla's Shrine (Fractured)

4 Boss—Alvin and Agria (Fractured)

L1: Alvin affinity +700 / R1: —

5 Fennmont—Hotel Fenntasia

L1: Alvin affinity +350 / R1: —

Alvin's Past Comes Full Circle

Check in on Alvin in Fennmont, but he doesn't seem to be in a good mood. Luckily Vera calls with a Fractured Dimension to break the tension.

Cyclonic Surge
AC+1
AC+1
4990 DAMAGE!
8 POWER HITS!
1284
3624 208
3648 243
3743 231

1 2 In Fractured Nia Khera it seems like someone's ring is the catalyst. Follow that person towards Milla's Shrine by exiting towards Nia Khera Spiritway. The toughest foe in this next area is the Treant, but if you use a sledgehammer and team up with Leia, your combined striking damage will smash the tree creatures with ease. As you make your way through the Spiritway, make sure to collect the treasures in this dimension.

3 As soon as you arrive at Milla's Shrine, Alvin runs into his counterpart in this dimension.

BOSS Alvin (Fractured)

Level	59–71
Iron Stance	50
HP	145200–171336
Weak	● ●
Strong	●

Drop	Peach Pie (Small) (100%)
Steal	Silver Leggings (5%)

Take Out Agria First

Power Swing
1969 DAMAGE!
4 POWER HITS!
1275
ITEM
182
2777 74
2011 160
2784 197
215
3449 81

4 When this battle begins, focus your attacks on Agria, who has the lowest HP. Ludger's sledgehammer should be effective at breaking her guard and attacking her weakness to strike damage. After defeating Agria, switch to dual pistols and turn them on Alvin. Note that both of these foes are weak to Water, so the battle will be a lot easier with Water-casting specialist Rowen on your team. Have your team spread out to guard against mystic artes.

BOSS Agria (Fractured)

Level	59–71
Iron Stance	50
HP	110400–130272
Weak	● ●
Strong	●

Drop	Flame Ward (100%)
Steal	Magic Symbol (5%)

Attacks to Watch Out For

216
180
57
9
180
53
3082 132
8
61
2490 236
57
9
1909 217
216
4065 78

4 Alvin's Long-Range Attacks: Alvin's long-range attacks can be difficult to avoid. Instead of using quick-steps to evade, play it safe and block instead.

Agria's Flame Drill: This attack hits numerous times and has a high chance of inflicting bleeding and burn ailments. The ailments are more damaging than the attack itself, so make sure to block.

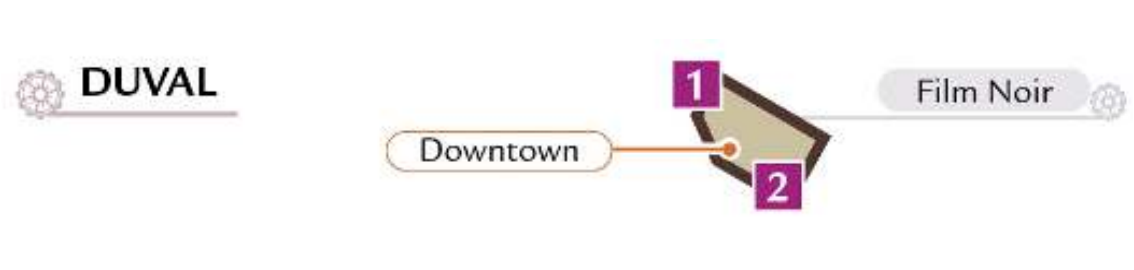
Episode 5: Cheers to a Better Future

Time

After Chapter 15

Location

Xian Du


DUVAL
1
Film Noir
Downtown
2

DIALOGUE FLOWCHART

Nia Khera

L1: — / R1: Alvin affinity +350

1 Duval—Bar "Film Noir"

2 Speak to Balan or Yurgen

L1: Alvin affinity +700 / R1: —

L1: — / R1: —

Uniting the Nations

When you meet up with Alvin in Xian Du, he is a good mood and invites you to a celebration over a big announcement.

ALVIN'S STORY

1 2 Use the World Map to travel to the bar "Film Noir" in Duval, and speak to Balan or Yurgen to get the party started.

Character Stories

Elize's Story

Episode 1: Elize's Friend

Time

After completing Chapter 6

Location

Hamil—Eastern District

DIALOGUE FLOWCHART

Hamil—Eastern District

L1: Elize affinity +400 / R1: —

L1: Elize affinity +400 / R1: —

Elize's Friends—Old and New

Thank you! They say Bunnykins are so tough to find that even
Spirius agents can't track them down.

Elize wants to get Elle an elusive toy called Bunnykins. Before she can embark on the mission, her friend checks in.

Episode 2: The Great Bunnykins Race

Time

After completing Chapter 9

Location

Marksburg—Elym Harbor

DIALOGUE FLOWCHART

Marksburg—Elym Harbor

L1: Elize affinity +400 / R1: —

1 Bridge of Unity

2 Marksburg—Accept Speed Quest job

3 Rusalle Highroad

4 Boss—Defeat Five Malachite Beaks

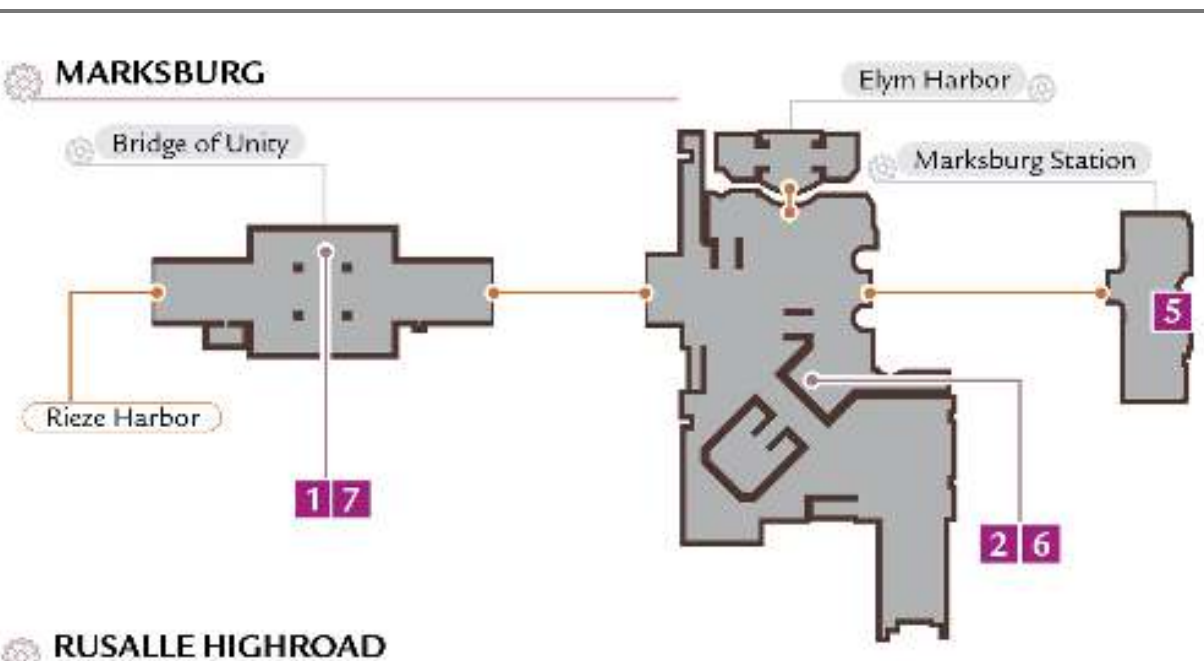
5 Return to Marksburg

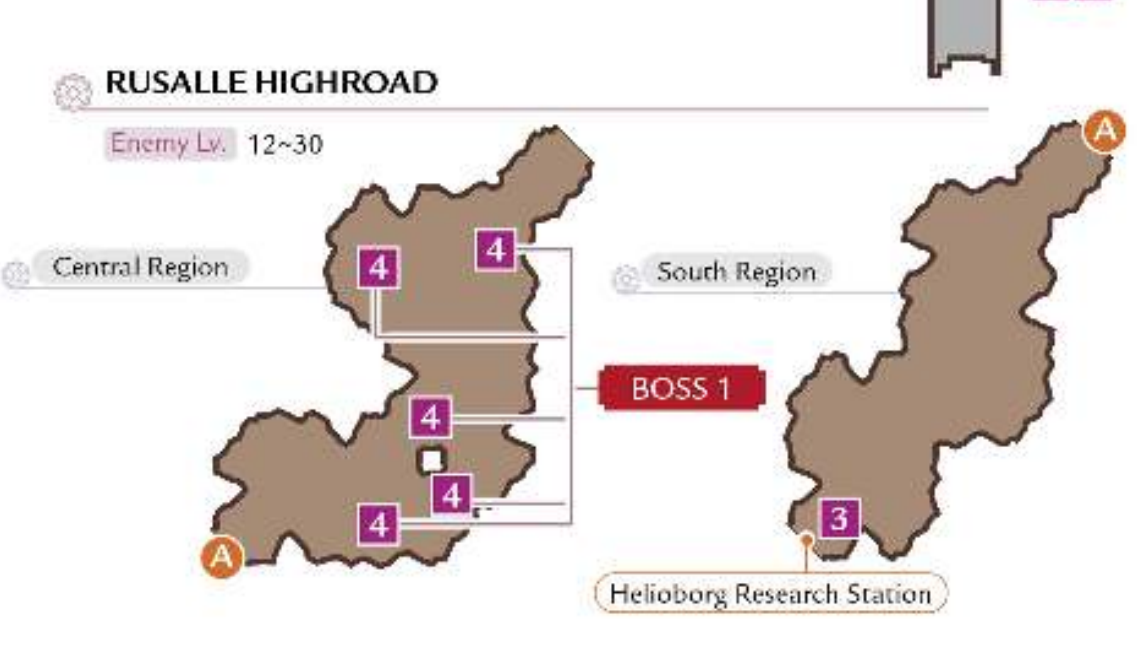
6 Report Speed Quest completion

7 Bridge of Unity

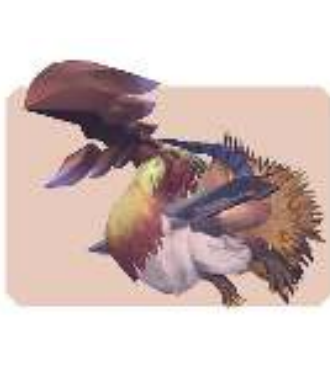
L1: — / R1: Elize affinity +400

L1: — / R1: Elize affinity +700


MARKSBURG
Bridge of Unity
Elym Harbor
Marksburg Station
Rieze Harbor
1 7
2 6
5


RUSALLE HIGHROAD
Enemy Lv. 12~30
Central Region
South Region
BOSS 1
4
4
4
4
4
3
A
A
Helioborg Research Station

MALACHITE BEAK



Level	13–31
Iron Stance	100
HP	5952–11136
Weak	●
Strong	—

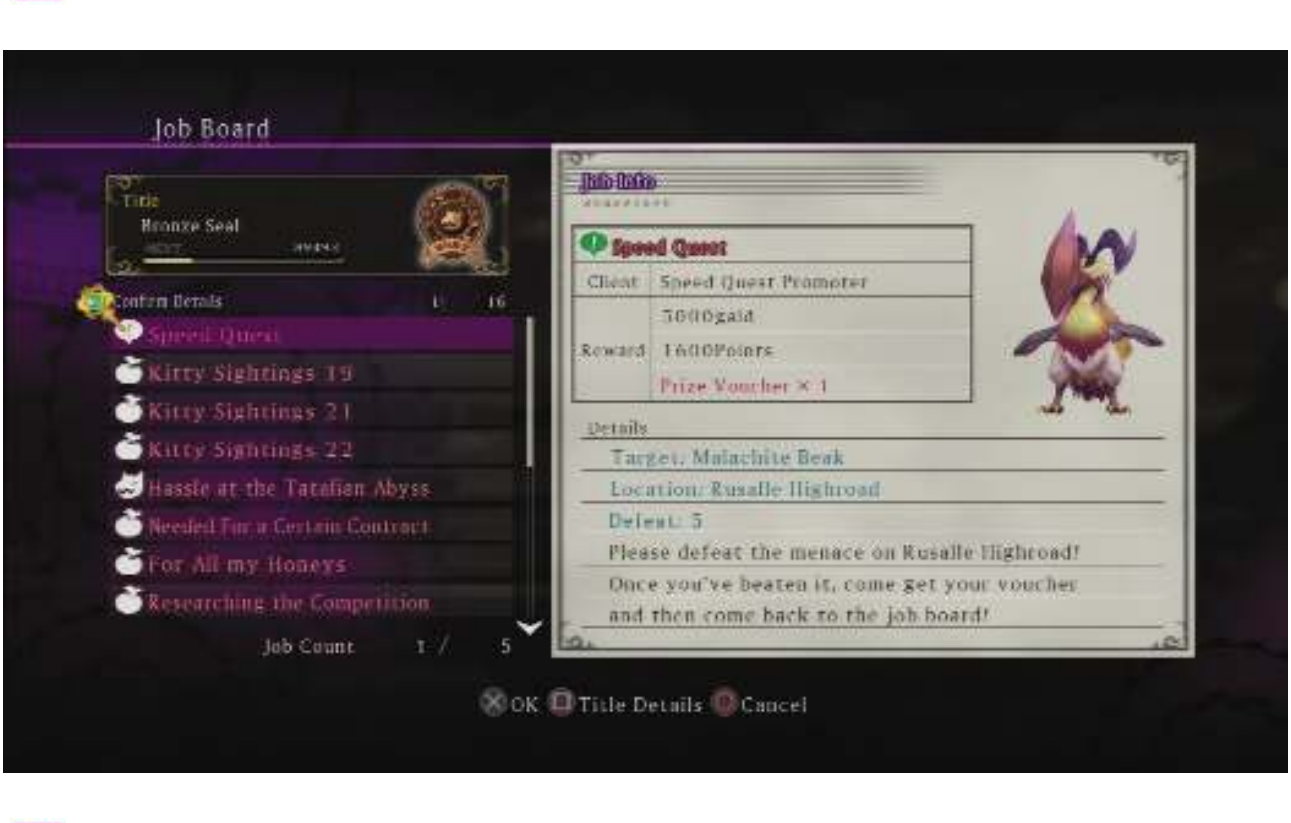
Drop	—
Steal	—

Bunnykins Challenge

Talk to Elize in Marksburg to find out about a competition that is taking place where the grand prize is a Bunnykins.

ELIZE'S STORY

1 Go the Bridge of Unity and talk to the guy holding the contest.


Job Board
Title
Bronze Seal
Speed Quest
Kitty Sightings 19
Kitty Sightings 21
Kitty Sightings 22
Hassle at the Tatalian Abyss
Needed For a Certain Contract
For All my Honeys
Researching the Competition
Job Count 1 / 5
Job Info
Speed Quest
Client Speed Quest Promoter
Reward 3000gald
1600Points
Prize Voucher × 1
Details
Target: Malachite Beak
Location: Rusalle Highroad
Defeat: 5
Please defeat the menace on Rusalle Highroad!
Once you've beaten it, come get your voucher
and then come back to the job board!
OK Title Details Cancel

2 Check the Job Bulletin in Marksburg and accept the Speed Quest job as an Event Quest.

Crushing Blow
6869 DAMAGE!
10 POWER HITS!
2192 217
2874 189
2358 233
1474 218

3 4 Use the World Map and travel to Rusalle Highroad's Central Region. The job requires defeating five Malachite Beaks. Make sure to use the sledgehammer and you will smash them quickly.

This... is a Bunnykins?

5 6 Warp back to Marksburg and report the successful completion of the Speed Quest job to receive the Prize Voucher.

7 Run back to the Bridge of Unity and show the man the prize ticket to win the grand prize... a Bunnykins?

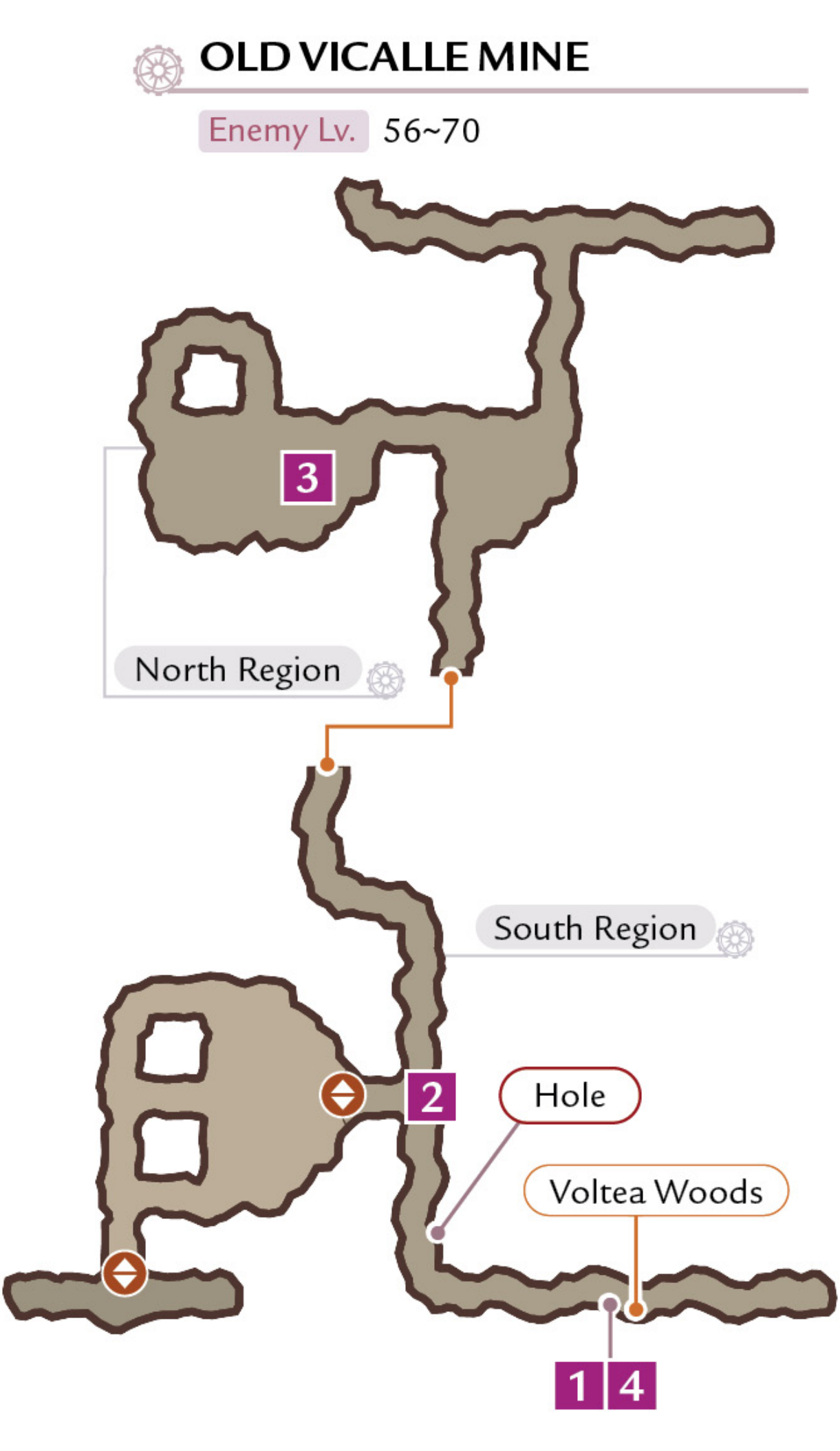
Episode 3: Unrequited Sentiment

Time

After completing Chapter 13

Location

Leronde Seahaven


OLD VICALLE MINE
Enemy Lv. 56~70
3
North Region
South Region
2
Hole
Voltea Woods
1 4

DIALOGUE FLOWCHART

Leronde Seahaven

L1: — / R1: —

1 Old Vicalle Mine entrance

2 Approach Chancellor

L1: Elize affinity +400 / R1: —

3 Battle Exodus

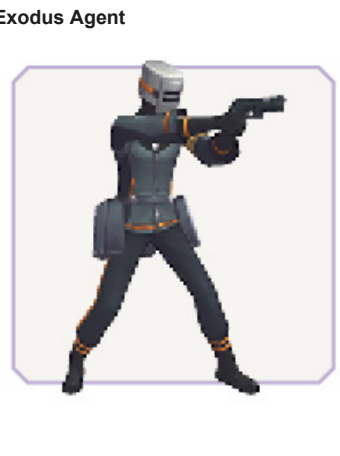
L1: Elize affinity +50 / R1: Rowen affinity +100

4 Voltea Woods entrance

L1: — / R1: Elize affinity +400

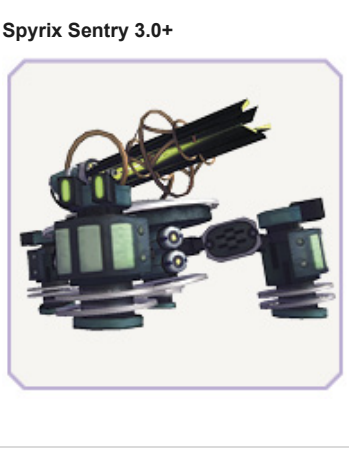
Enemies

Exodus Agent



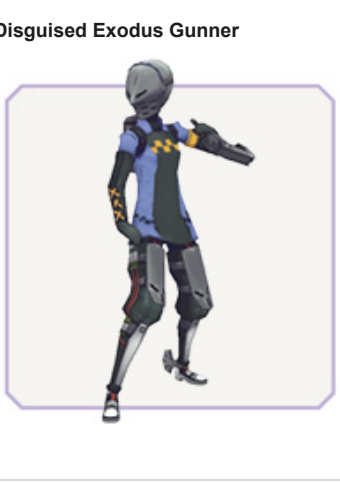
Type ●	
HP	6090
Weak	●
Strong	●

Spyrix Sentry 3.0+



Type ●	
HP	12180
Weak	● ●
Strong	●

Disguised Exodus Gunner



Type ●	
HP	6090
Weak	●
Strong	—

Chancellor Rescue

Catch up with Elize in Leronde Seahaven when some startling news is dropped on your group. The Chancellor has been kidnapped by Exodus and it's up to your team to save her.

But my colleagues weren't so lucky.
They're still being held.

1 2 Use the World Map and travel to Old Vicalle Mine. Travel a short distance into the mine to find the Chancellor has escaped, but the rest of her group is still held captive.

Talon Storm
1585 DAMAGE!
6 POWER HITS!
POWER HIT!
2898 331
3964 247
3461 198
2817 279

3 Confront the Exodus group in the North Region. The big threat is the turret-toting Sentry that has a big long-range laser attack. Focus on attacking the robot with Strike-type damage and continuously assault it to interrupt its attacks. When the mech is gone, switch to dual blades and finish off the Exodus goons.

4 When the fight is over, go back to the South Region and crawl through the small tunnel to reach Voltea Woods and discuss the fate of the Exodus members.

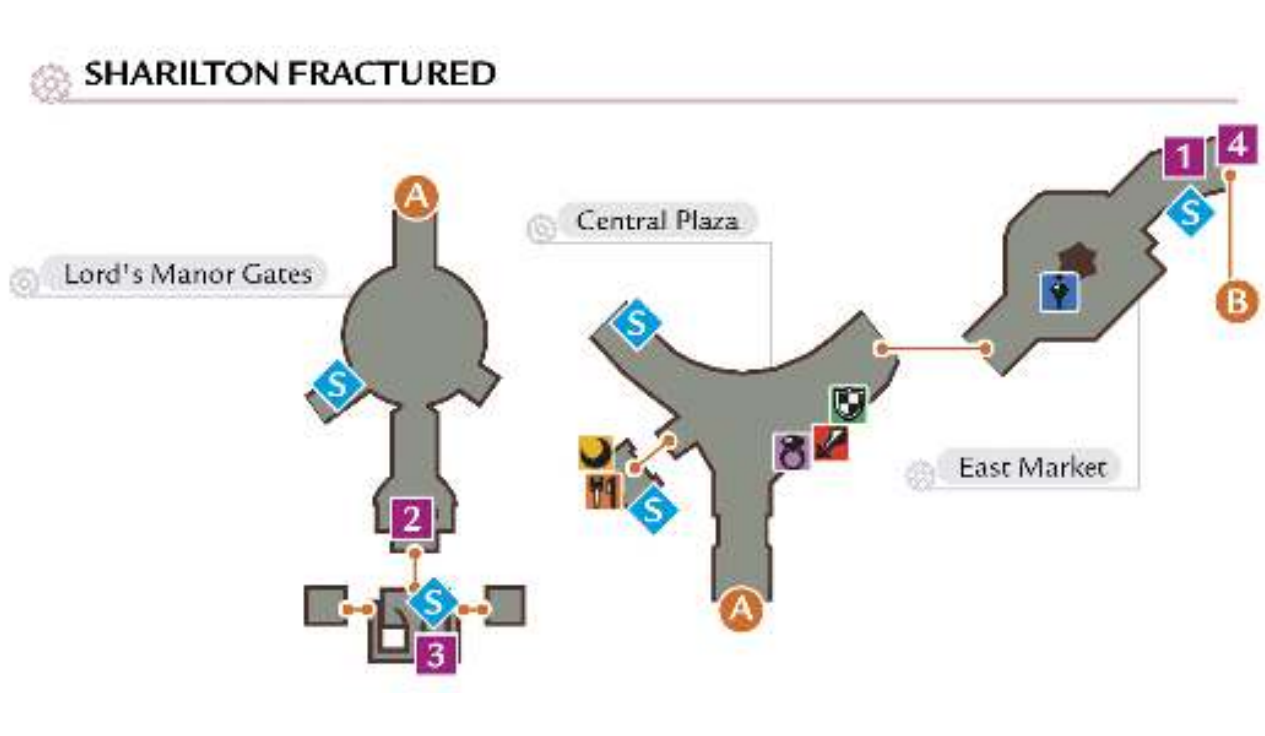
Episode 4: Before My Feelings Could Reach You

Time

After Chapter 15

Location

Sharilton—Central Plaza


SHARILTON FRACTURED
Lord's Manor Gates
Central Plaza
East Market
A
A
B
1 4
2
3

DIALOGUE FLOWCHART

Sharilton—Central Plaza

L1: Elize affinity +400 / R1: —

1 Sharilton—East Market (Fractured)

2 Sharilton—Lord's Manor Gates (Fractured)

L1: Elize affinity +350 / R1: —

3 Sharilton—Lord's Manor Room

4 Sapstrath Highroad (Fractured)

5 Sapstrath Deepwood (Fractured)

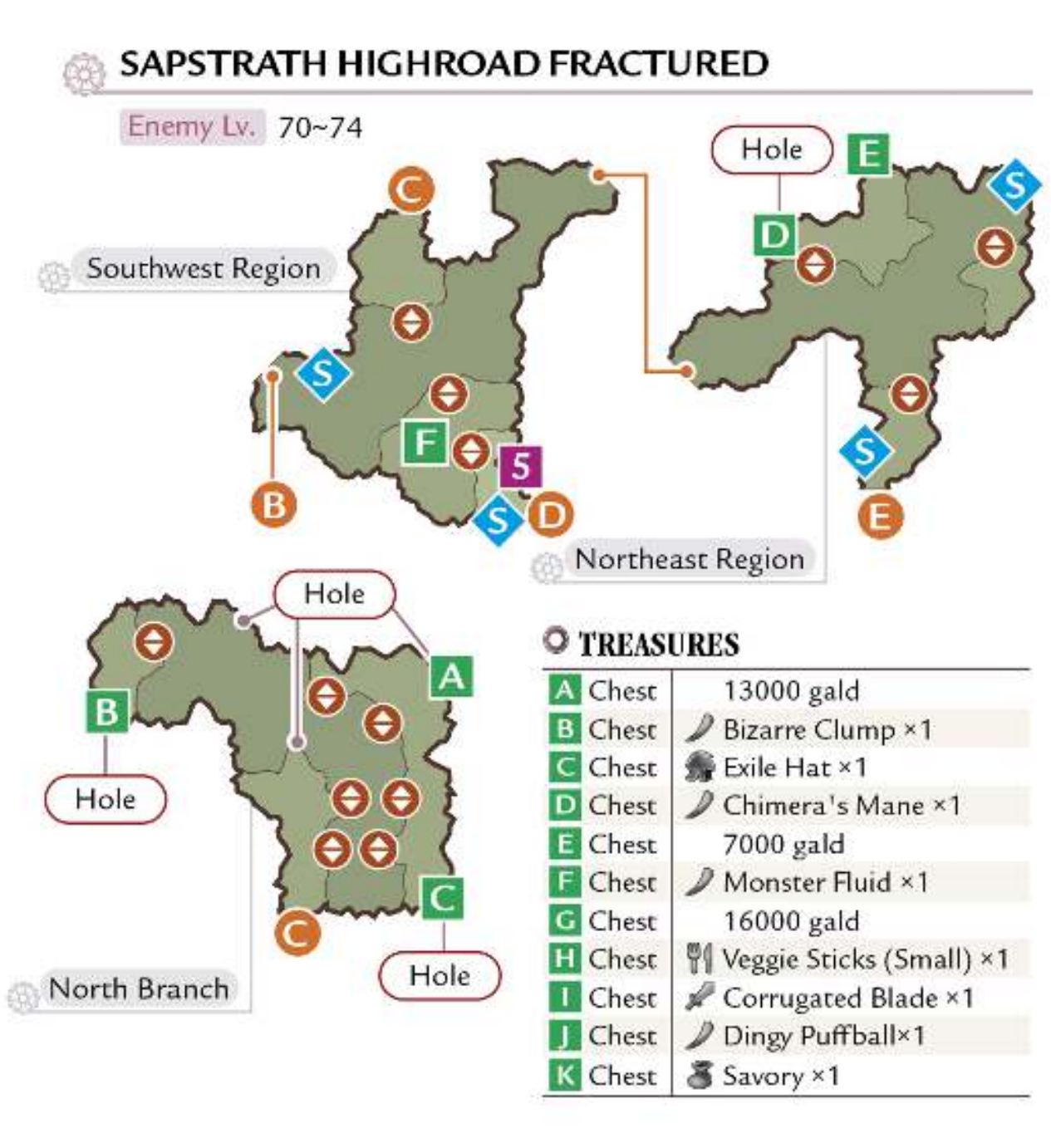
6 Confront Jiao

L1: — / R1: Elize affinity +400

7 Boss—Jiao

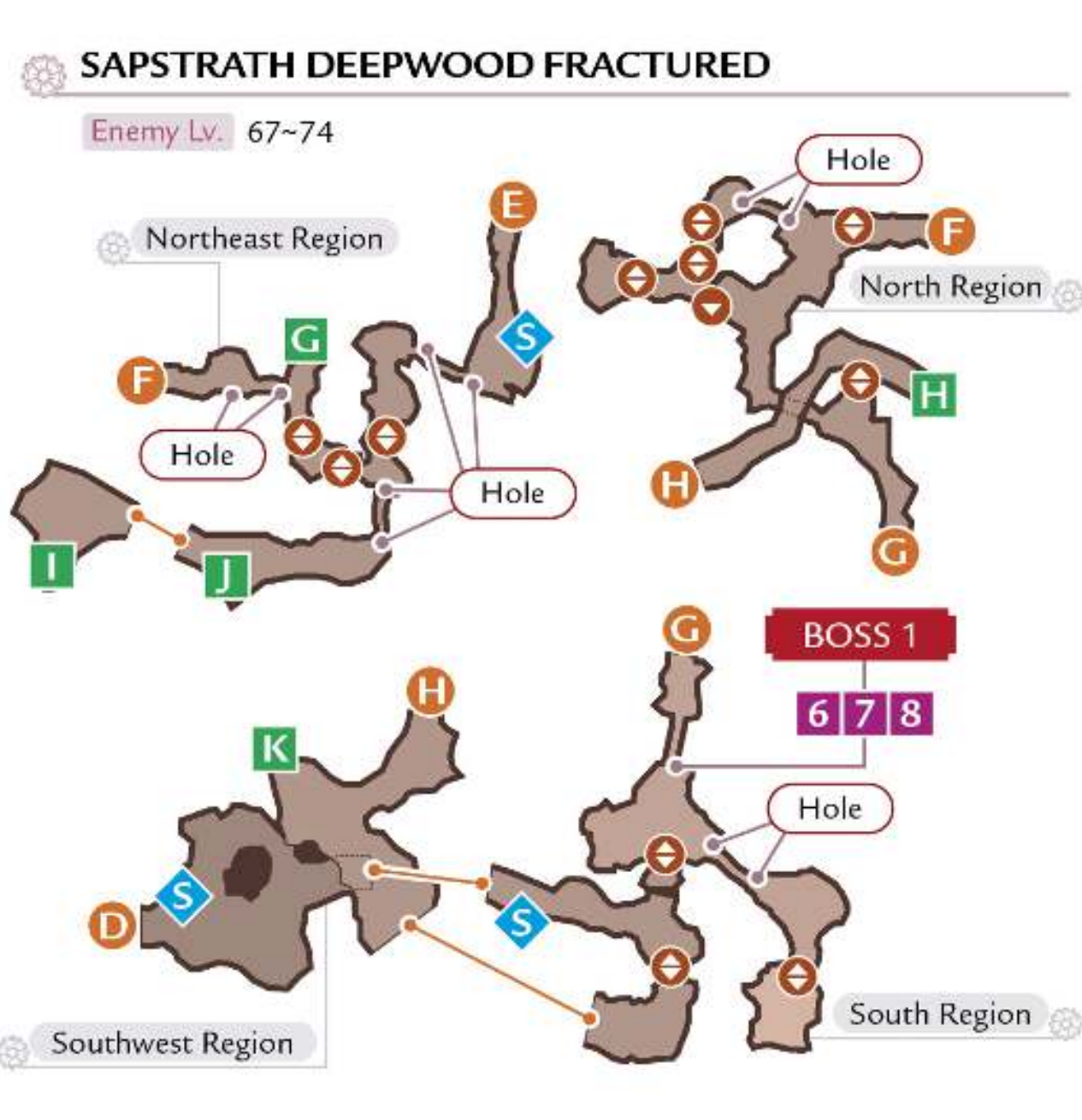
8 Return to Sharilton—Lord's Manor Gates

L1: Elize affinity +100 / R1: Elize affinity +400


SAPSTRATH HIGHROAD FRACTURED
Enemy Lv. 70~74
Southwest Region
Northeast Region
North Branch
Hole
Hole
Hole
Hole
A
B
B
C
C
C
D
D
E
E
F
5

TREASURES

A	Chest	13000 gald
B	Chest	Bizarre Clump ×1
C	Chest	Exile Hat ×1
D	Chest	Chimera's Mane ×1
E	Chest	7000 gald
F	Chest	Monster Fluid ×1
G	Chest	16000 gald
H	Chest	Veggie Sticks (Small) ×1
I	Chest	Corrugated Blade ×1
J	Chest	Dingy Puffball×1
K	Chest	Savory ×1


SAPSTRATH DEEPWOOD FRACTURED
Enemy Lv. 67~74
Northeast Region
North Region
Southwest Region
South Region
Hole
Hole
Hole
Hole
BOSS 1
6 7 8
E
F
F
G
G
G
H
H
H
I
J
K
D

Elize's Past Comes Full Circle

When you speak to Elize in Sharilton, she is still upset after the events of the last episode. Vera calls and there is nothing like a Fractured Dimension to take your mind off your troubles.

1 2 The new dimension starts in Sharilton—East Market. Speak to the townfolk to learn about what is going on and go to Lord's Manor Gates to meet someone who knows Elize.

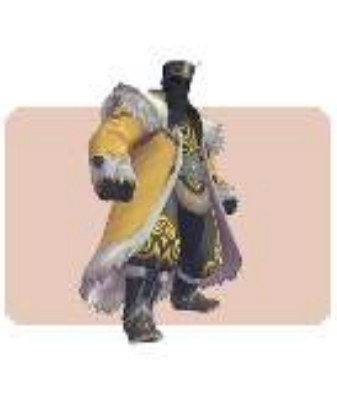
3 Follow Jiao upstairs and enter the room to find out more about him. What you learn from the conversation is that there is rampant poaching of protected monsters, and Jiao sets out to investigate.

ELIZE'S STORY

4 5 Going after Jiao is a long trek through Sapstrath Highroad and into Sapstrath Deepwood. Most of the creatures in these areas are weak to Slash-type damage from Ludger's dual blades, so they shouldn't be a problem to cope with. While it's tempting just to sprint through these sections, there are a lot of great treasures to collect.

6 Confront Jiao in the South Region of Sapstrath Deepwood to find out he is the catalyst.

BOSS Jiao (catalyst)



Level	67–74
Iron Stance	300
HP	248640–271950
Weak	● ●
Strong	● ●

Drop	Frailty Ward (100%)
Steal	Finest Fur (5%)

Fight Primarily from Long-Range

Cyclonic Surge
8468 DAMAGE!
16 POWER HITS!
2982 201
3242 130
3807 138
2418 171

7 Jiao moves slowly and most of his attacks have limited range. Additionally, he's weak to Ludger's dual pistols, so it's both safe and effective to battle him with dual pistols from afar. If you exploit his other weakness to Wind with Wind-type damage from Ludger's dual pistols artes, it becomes even easier. The one danger is that Jiao can summon Hawks and Sylvan Wolves, so you can get overrun by the sheer amount of foes. Destroy the summoned monsters immediately and retreat to a safe distance to continue the assault on the boss.

> **Note**
>
> Fill out your party with characters who excel at close-range to act as decoys.

8 When the catalyst is destroyed, the party returns to Sharilton. Elize learns many important life lessons and grows up a little more, but that doesn't mean she will give up on Bunnykins!

Character Stories

Rowen's Story

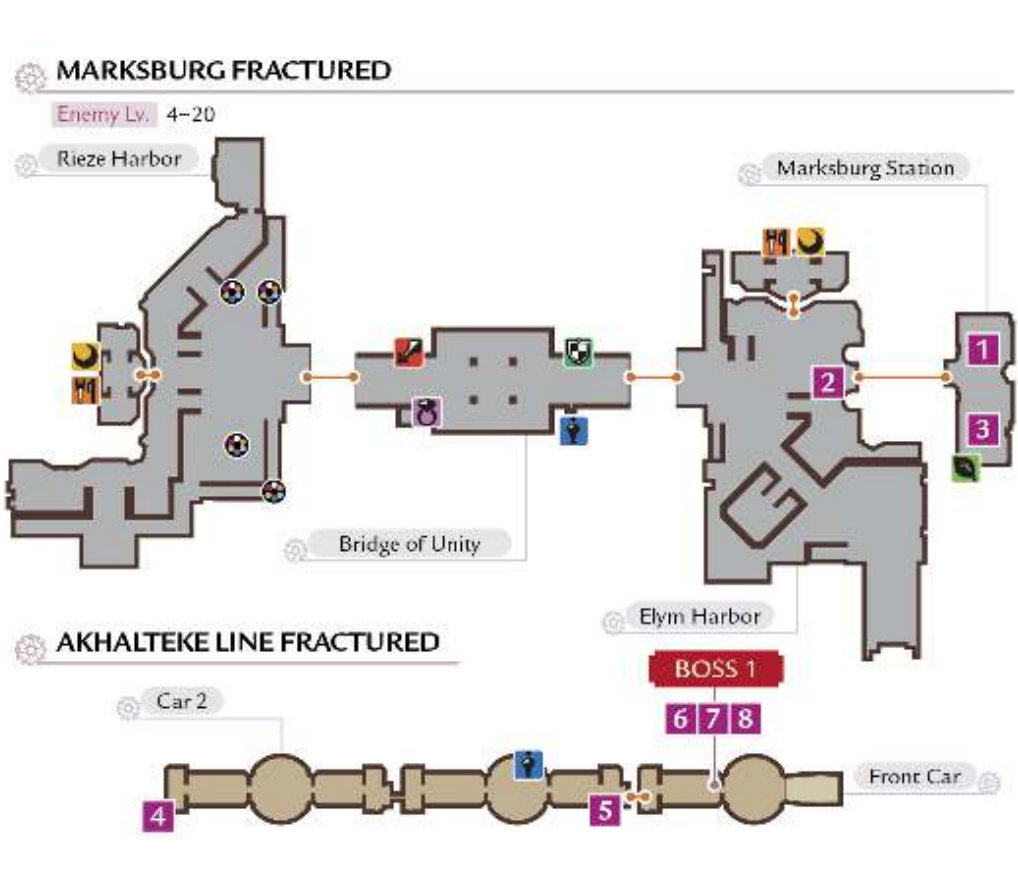
Episode 1: Rowen and Marcia

Time

After completing Chapter 7

Location

Marksburg—Elym Harbor



MARKSBURG FRACTURED
Enemy Lv. 4–20
Rieze Harbor
Marksburg Station
1
2
3
Bridge of Unity
Elym Harbor
AKHALTEKE LINE FRACTURED
BOSS 1
6 7 8
Car 2
4
5
Front Car

DIALOGUE FLOWCHART

Marksburg—Elym Harbor

L1: — / R1: —

L1: — / R1: Rowen affinity +300

1 Marksburg Station (Fractured)

2 Marksburg—Elym Harbor (Fractured)

L1: — / R1: Rowen affinity +300

3 Marksburg Station (Fractured)—Ticket Machine

4 Akhalteke—Car 2 (Fractured)

5 Go to First Car

6 Approach Sonny

L1:—/R1: Rowen affinty +300

7 Boss—Sonny (Catalyst)

8 Return to Marksburg—Elym Harbor

L1: — / R1: —

L1: — / R1: Rowen affinity +300

Marcia's Cat

Speak to Rowen in Marksburg to receive a little history lesson before Vera interrupts with another Fractured Dimension.

1 2 Jump into the Fractured Dimension to arrive at Marksburg Station. Head back to Elym Harbor and meet Marcia, who is politician in this world as well. Marcia's "dearest friend" is a cat named Sonny, but unfortunately it is the catalyst.

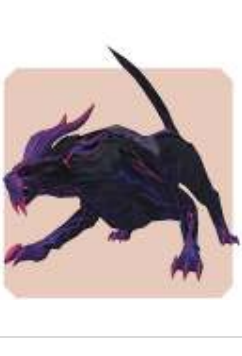
3 Go to the train station and use the ticket machine to get a ticket to ride the train.

4 Getting the ticket automatically puts you aboard the Akhalteke Line.

It's Chancellor Marcia's cat!

5 6 Make your way up to the front car and eavesdrop on Marcia and her mystery conversational partner. Continue into the car and approach Sonny.

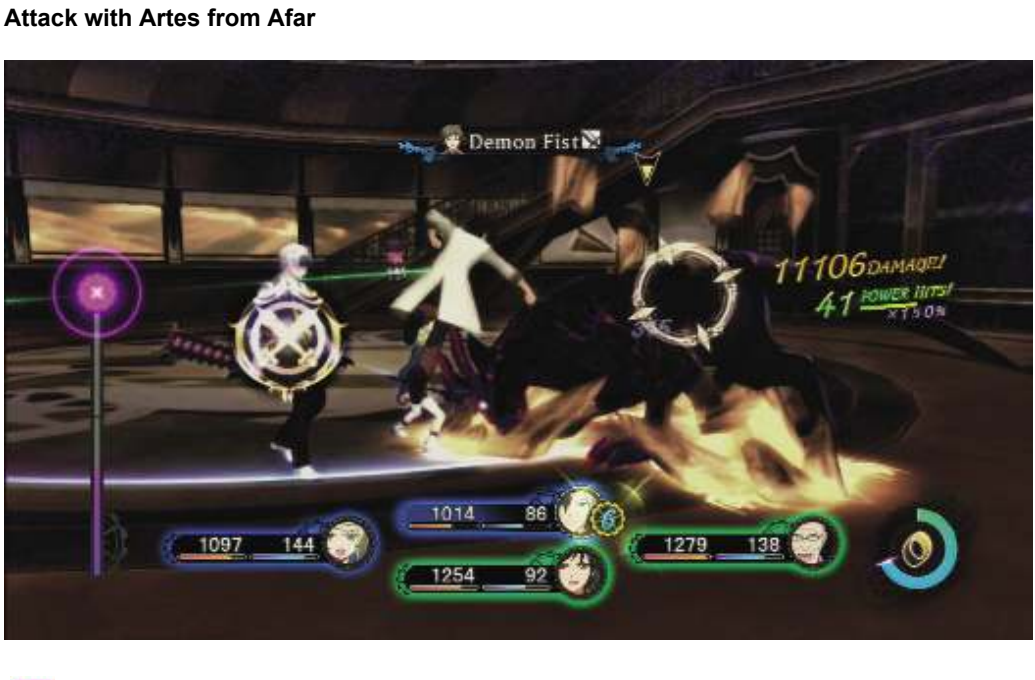
BOSS Sonny (Catalyst)



Level	24–71
Iron Stance	200
HP	57285–142308
Weak	● ●
Strong	—

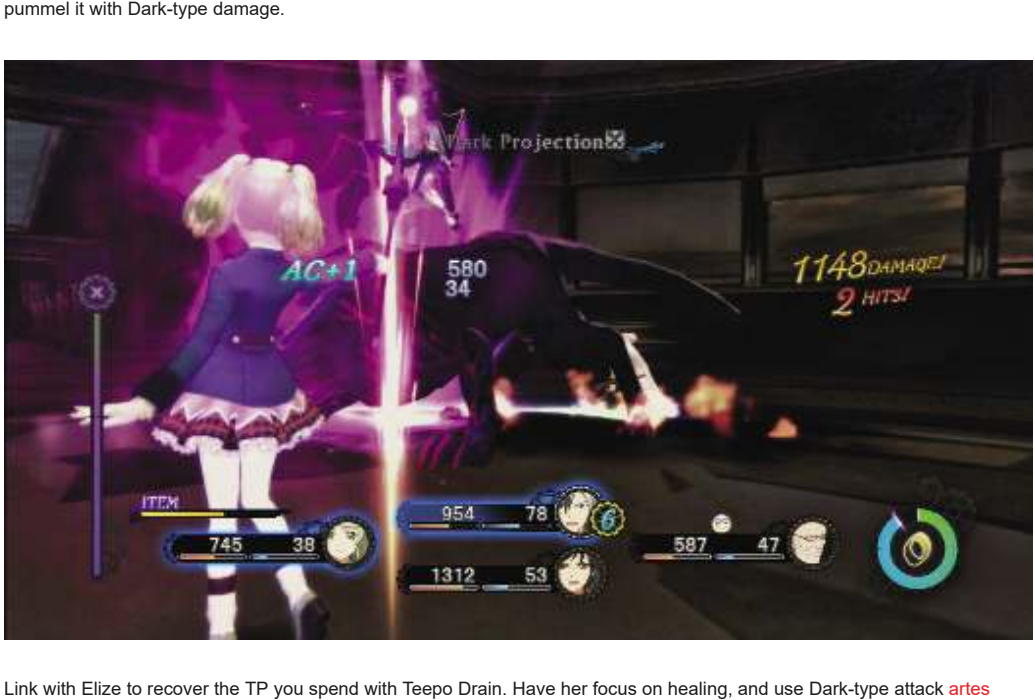
Drop	Catnip (100%)
Steal	—

Attack with Artes from Afar



Demon Fist
11106 DAMAGE!
41 POWER HITS!
1097 144
1014 86
1254 92
1279 138

7 This boss's movements are difficult to anticipate, as it frequently makes abrupt side-steps or charges forward. Additionally, its Fire-type Tail Spin has a wide arrange of attack and can inflict burns, so you'll want to battle from far away to avoid it. Control Rowen, and have him consecutively pelt the foe with Light-type attacks like Shimmering Toll from a safe distance. If you have Ludger's Prometheus (Darkness) dual blades, it can be worth fighting up close, from the side or rear, to pummel it with Dark-type damage.



Dark Projection
AC+1
580
34
1148 DAMAGE!
2 HITS!
745 38
954 78
1312 53
587 47

Link with Elize to recover the TP you spend with Teepo Drain. Have her focus on healing, and use Dark-type attack artes when healing isn't necessary. After casting artes, use Arte Tuning to increase the number of hits for more damage.

8 When the team returns to the prime dimension, they discuss that Marcia may have similar goals and it would be great to have her on their side.

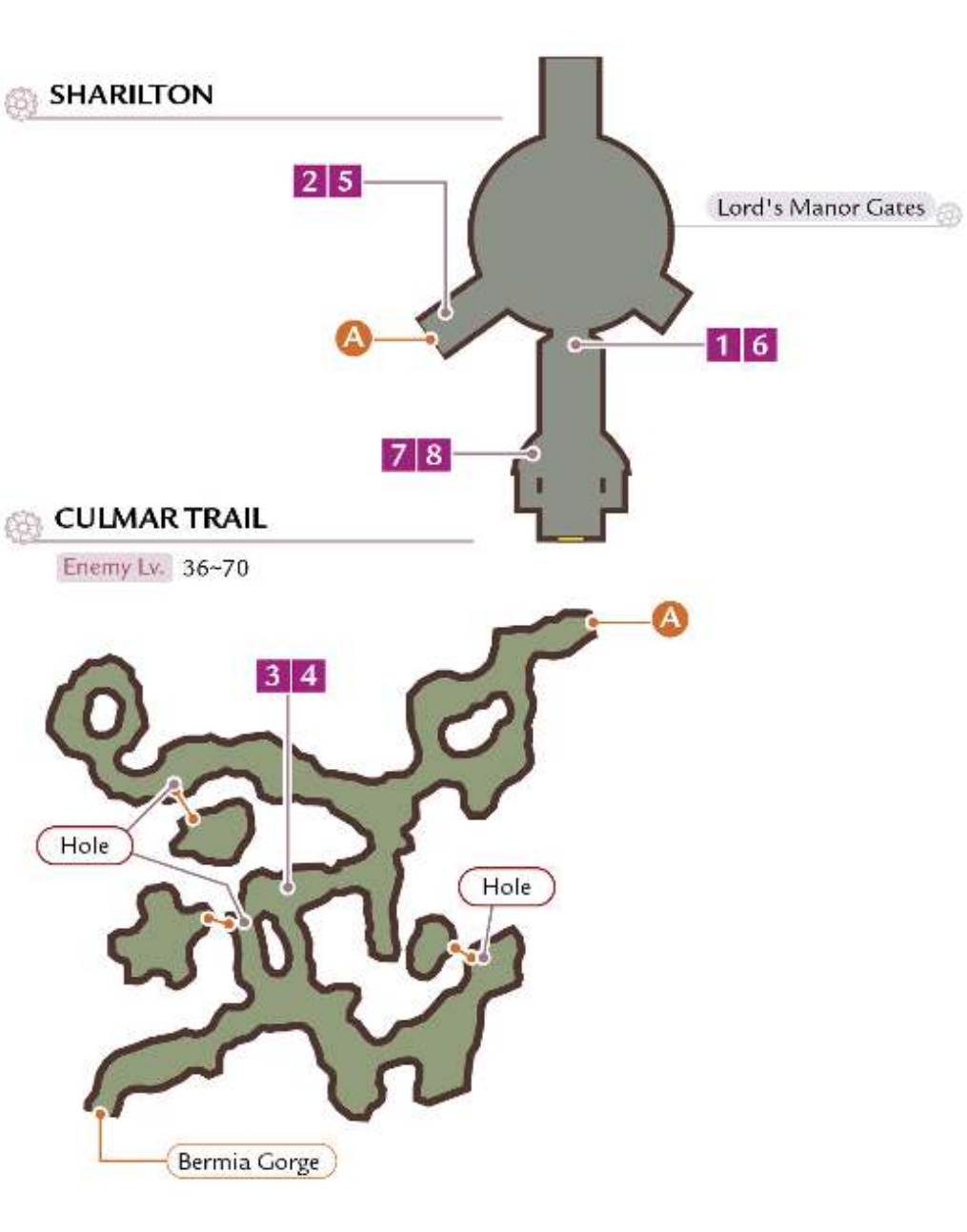
Episode 2: Rowen's Secret

Time

After completing Chapter 8

Location

Sharilton—Central Plaza



SHARILTON
2 5
Lord's Manor Gates
A
1 6
7 8
CULMAR TRAIL
Enemy Lv. 36~70
A
3 4
Hole
Hole
Bermia Gorge

DIALOGUE FLOWCHART

Sharilton—Central Plaza

L1: Rowen affinity +300 / R1: Elize affinity +400

1 Sharilton—Lord's Manor Gates

L1: Rowen affinity +300 / R1: —

2 Culmar Trail

3 Approach Rowen in Culmar Trail

L1: — / R1: Rowen affinity +300

L1: — / R1: —

L1: — / R1: Rowen affinity +300

4 Battle Elympion Extremists

L1: Rowen affinity +300 / R1: —

5 Sharilton—Lord's Manor Gates

6 Speak to Lady Driselle

L1: Rowen affinity +300 / R1: —

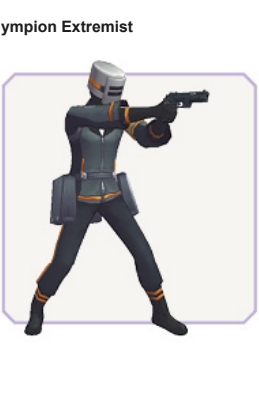
7 Speak to Lady Driselle again

L1: — / R1: —

8 Select item for the time capsule

Enemies

Elympion Extremist



Type ●	
HP	2310
Weak	● ●
Strong	●

Time Capsule

Rowen is going to see Lady Driselle, and you should tag along.

1 2 Head south to Lord's Manor Gates, but Rowen makes a hasty departure. Follow him towards Culmar Trail.

ROWEN'S STORY

3 In Culmar Trail, Rowen is standing near several fallen foes. Speak to him to find out what is going on.

Freeze Lancer
3586 DAMAGE!
9 POWER HITS!
2073 233
2625 188
2373 156
1764 201

4 Your group is ambushed by four Elympion Extremists, but their weakness to Wind-type damage should make them easy targets for your dual blades and artes like Azure Edge.

5 6 Go back to Lord's Manor Gates and finally resume your journey to speak to Lady Driselle.

Great, everyone's ready! Let's bury the capsule right here.

7 8 A short distance away, Lady Driselle is going to bury a time capsule. Speak to her again and choose the item you want to bury for the future.

> **Note**
>
> The weapon you bury will determine what special weapon will be available in the future. For example, if you select the Spirius Blades, you will receive a special set of blades in the future.

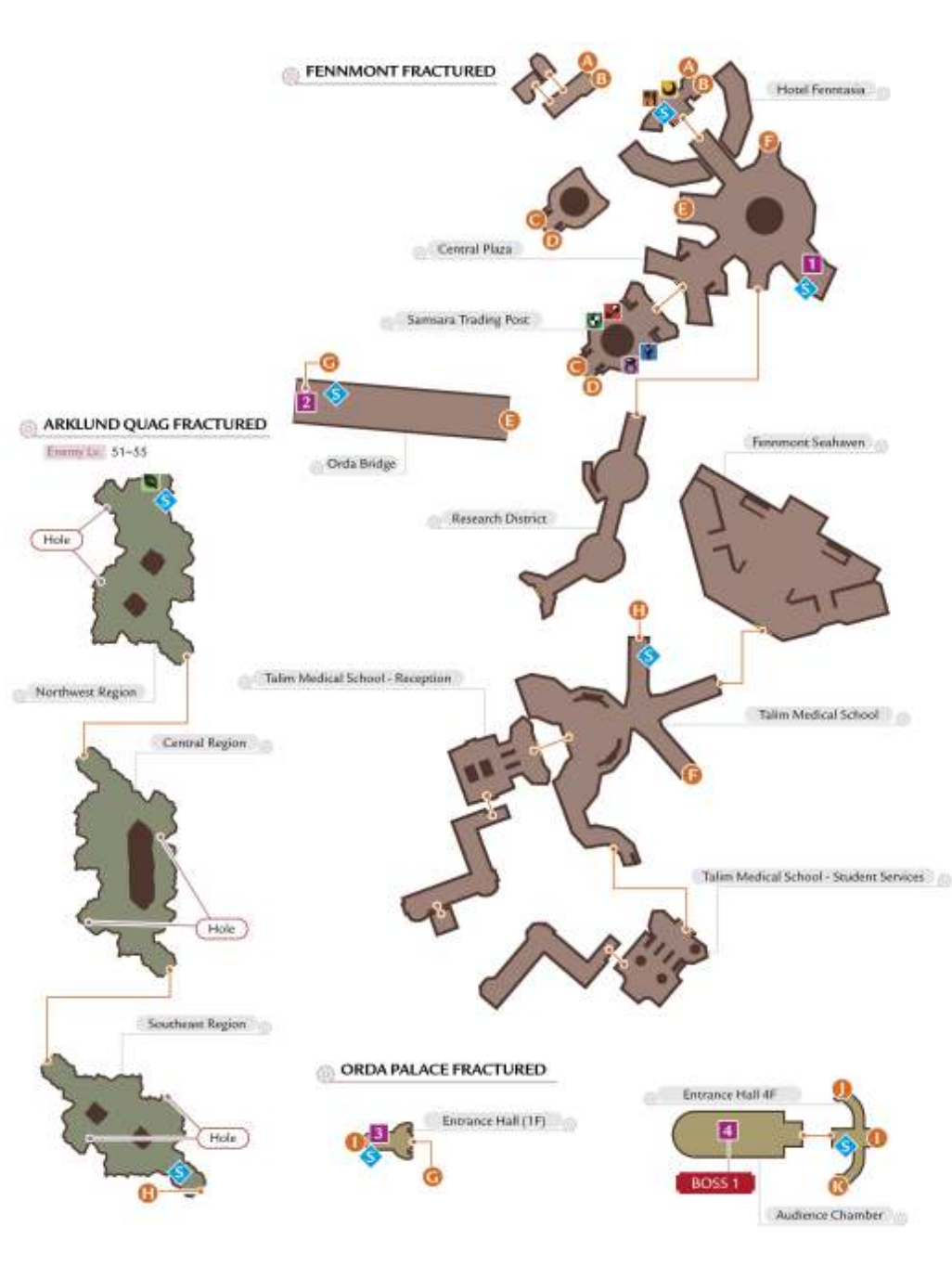
Episode 3: The Fellowship and the Oath

Time

After completing Chapter 11

Location

Xian Du



FENNMONT FRACTURED
Hotel Fennesia
Central Plaza
Samsara Trading Post
1
2
Orda Bridge
Research District
Fennmont Seahaven
ARKLUND QUAG FRACTURED
Enemy Lv. 51~55
Hole
Northwest Region
Talim Medical School - Reception
Talim Medical School
Central Region
Talim Medical School - Student Services
Hole
Southeast Region
Hole
ORDA PALACE FRACTURED
3
Entrance Hall (1F)
Entrance Hall 4F
4
BOSS 1
Audience Chamber

DIALOGUE FLOWCHART

Xian Du

L1: Rowen affinity +300 / R1: —

L1: Rowen affinity +300 / R1: Elize affinity +400

1 Fennmont—Central Plaza (Fractured)

2 Orda Palace (Fractured)

3 Orda Palace—Entrance Hall 4F (Fractured)

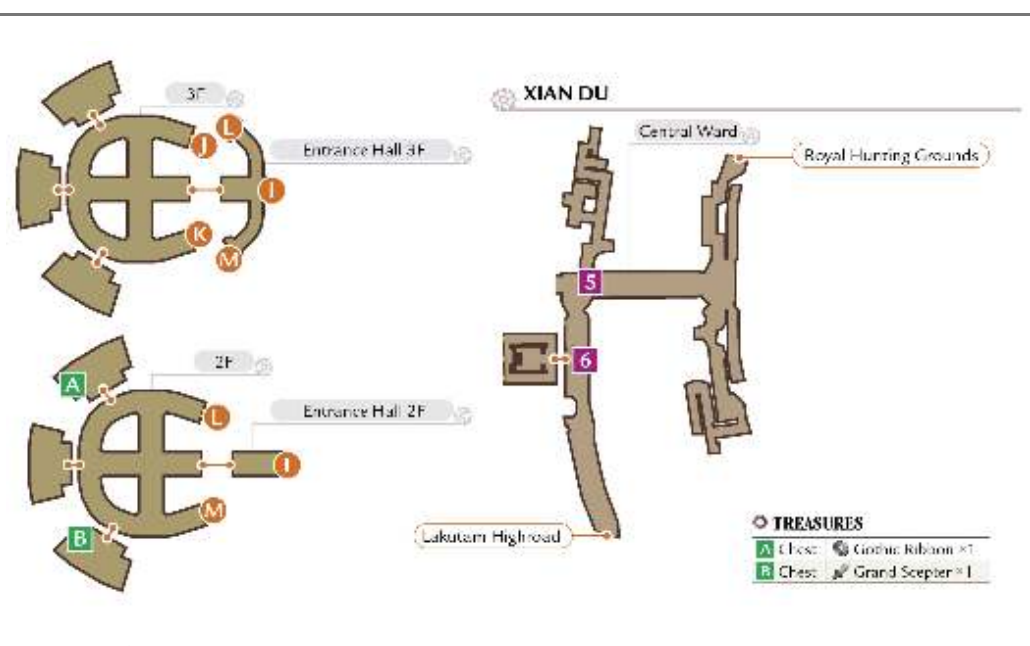
4 Boss—Nachtigal

L1: Rowen affinity +300 / R1: —

5 Return to Xian Du

6 Xian Du—Inn—Lobby

L1: — / R1: —



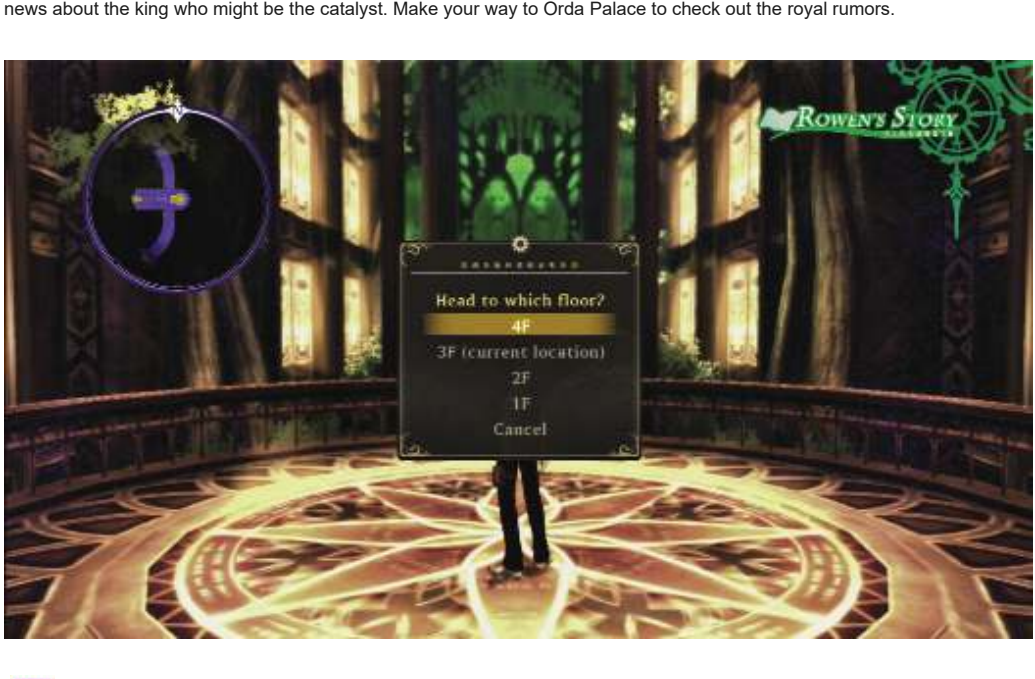
3F
Entrance Hall 3F
2F
Entrance Hall 2F
XIAN DU
Central Ward
Royal Hunting Grounds
5
6
Lakutam Highroad
TREASURES
A Chest Gothic Ribbon ×1
B Chest Grand Scepter ×1

Rowen's Old Friend

When you visit Rowen in Xian Du, he is accosted by several extremists. This is a somewhat common occurrence for him due to the strife between the two nations. Take your mind off the political issues for a bit and take Vera's call to jump into a Fractured Dimension.

ROWEN'S STORY
And not only that, he promised immediate dispatch of emergency supplies and tax exemption.

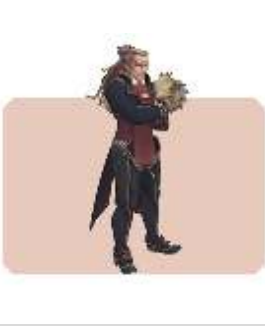
1 2 The new dimension starts you out at Fennmont—Central Plaza. Speak to the locals to find out some interesting news about the king who might be the catalyst. Make your way to Orda Palace to check out the royal rumors.



ROWEN'S STORY
Head to which floor?
4F
3F (current location)
2F
1F
Cancel

3 Use the Lotus Ring in the Entrance Hall to go to 4F and enter the Audience Chamber to meet the king.

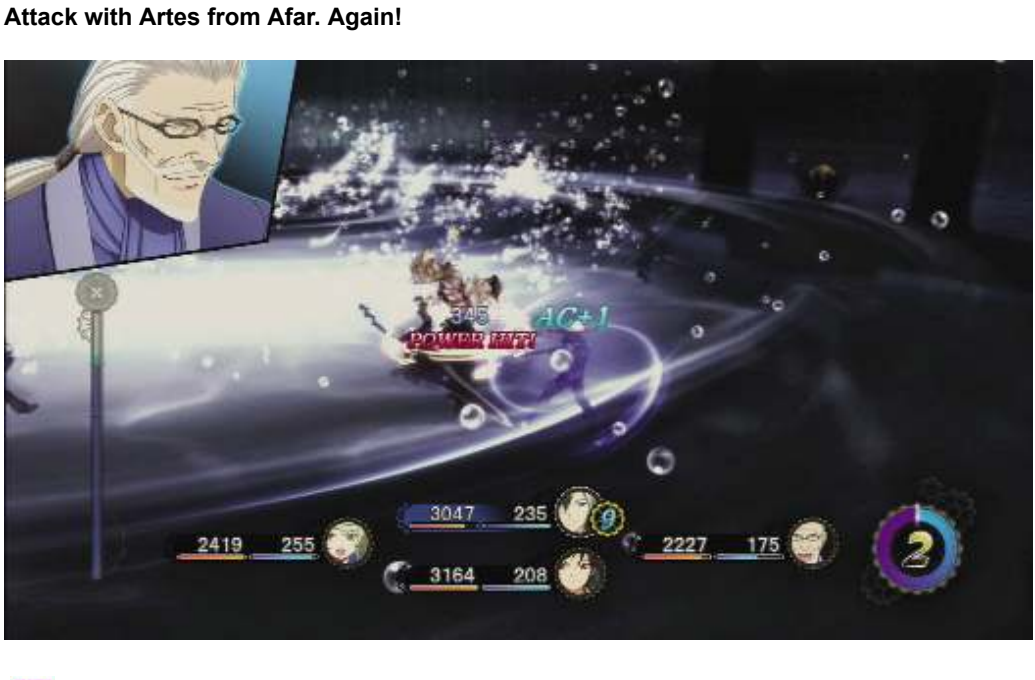
BOSS Nachtigal (Fractured)



Level	52–71
Iron Stance	300
HP	173988–229392
Weak	●
Strong	● ●

Drop	Dark Cape (100%) Badlands (100%)
Steal	Strength Ring (5%)

Attack with Artes from Afar. Again!

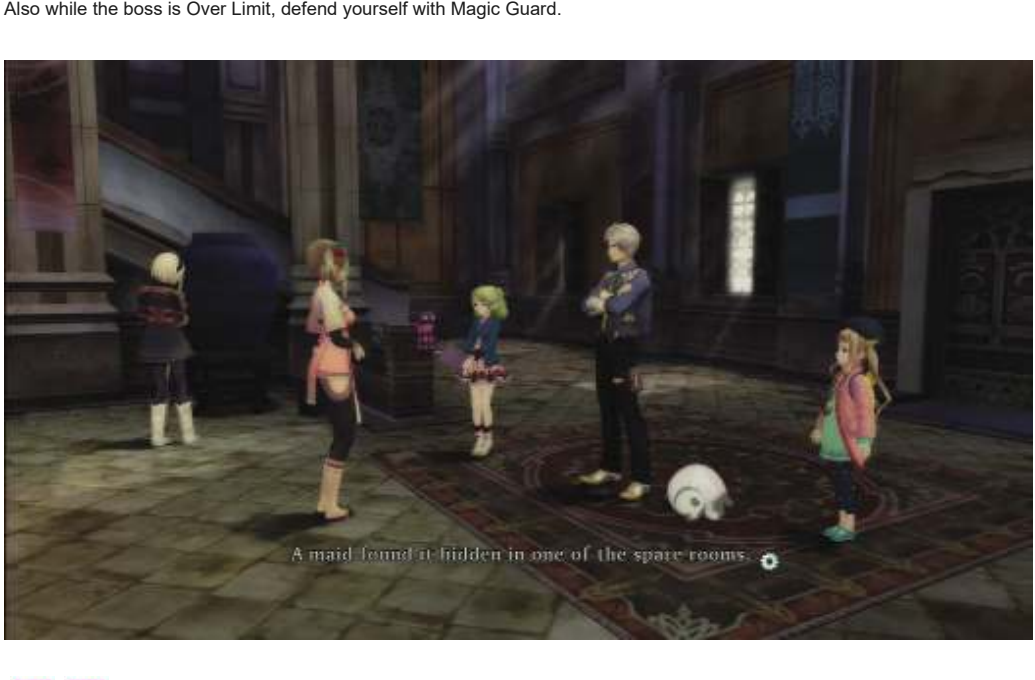


POWER HIT!
AC+1
2419 255
3047 235
3164 208
2227 175

4 This is a powerful foe whose normal attacks have wide range, and who can use powerful artes like Apocalypse Toll to put magic rings that detonate after a set amount of time on the targets he slashes, and Massacre Arc which can't be guarded. On top of that, he has a very high Iron Stance, so it's fruitless to fight at close range. Control Rowen, attacking with the Water-type artes that the boss is weak to while protecting yourself from his attacks by casting them from a distant region of the battlefield.

Teepo Drain
2419 66
2415 171
1124 29
190
1356 24

Another potential tactic is having Ludger fight with the Water-type Arc Fire or Squall Shot using dual pistols artes. When Nachtigal enters Over Limit, make sure to get as far away as possible to avoid taking major damage from his mystic arte. Also while the boss is Over Limit, defend yourself with Magic Guard.


A maid found it hidden in one of the spare rooms.

5 6 When you return to Xian Du, Elize wants to show you someone. Go to the Inn—Lobby and meet Lady Driselle, who has a very startling letter for you to read.

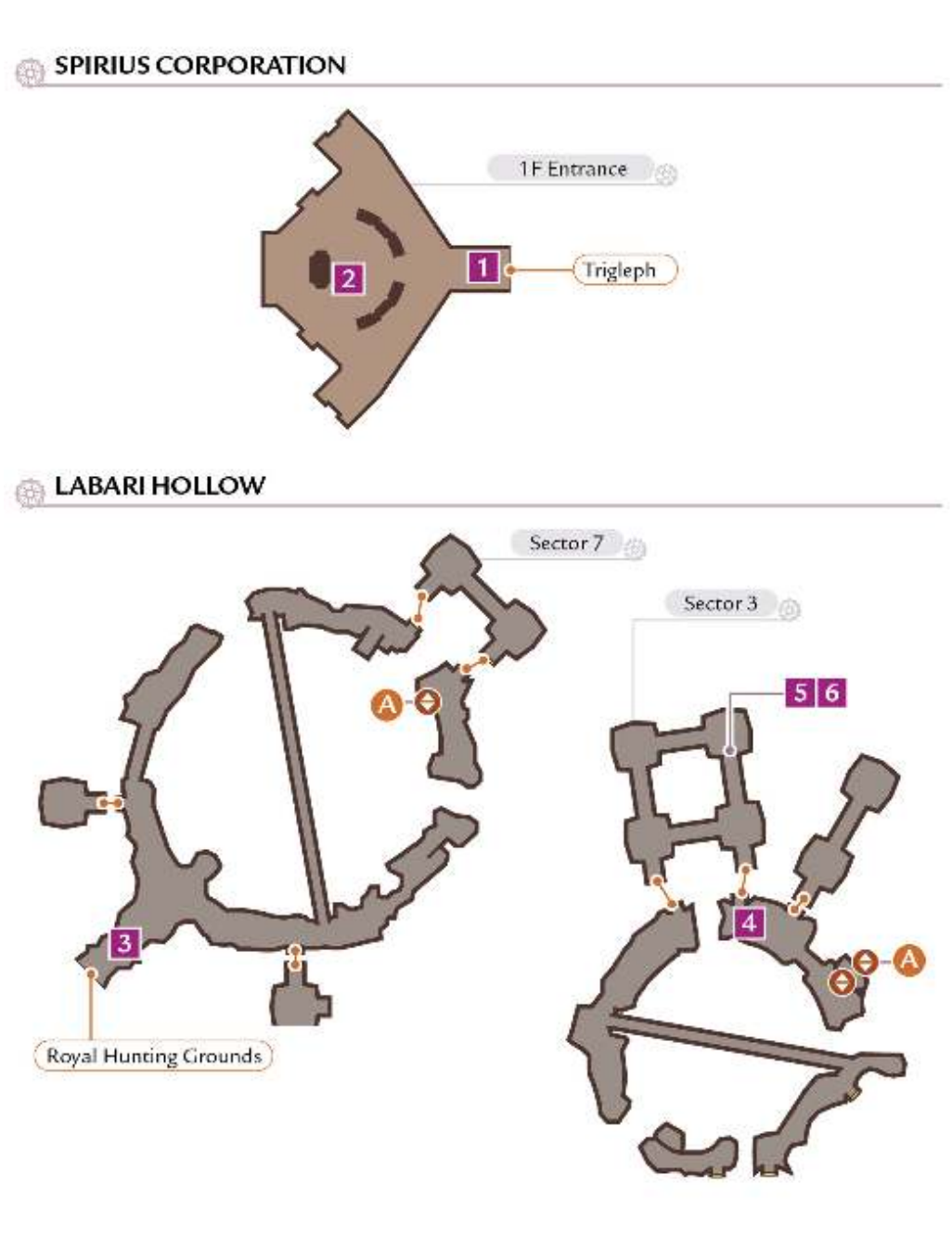
Episode 4: To the Edge of Eternity and Back

Time

After Chapter 15

Location

Drellin



SPIRIUS CORPORATION
1F Entrance
2
1
Trigleph
LABARI HOLLOW
Sector 7
Sector 3
A
5 6
3
4
A
Royal Hunting Grounds

DIALOGUE FLOWCHART

Drellin

L1: Rowen affinity +300 / R1: —

L1: — / R1: —

1 Spirius Corporation Lobby

2 Talk to Vera

L1: — / R1: Rowen affinity +300

3 Labari Hollow Entrance

4 Fight Elympion Extremist

5 Enter Sector 3 and approach Rowen

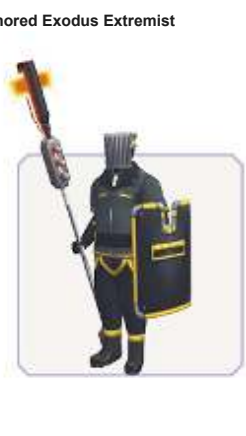
L1: — / R1: Rowen affinity +300

6 Defeat the kidnappers

L1: Rowen affinity +800 / R1: —

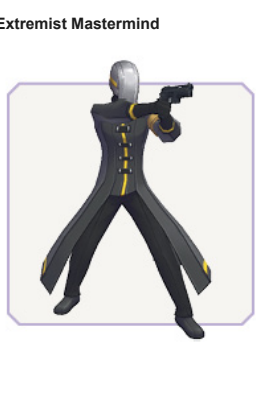
Enemies

Armored Exodus Extremist



Type ●	
HP	7080
Weak	●
Strong	●

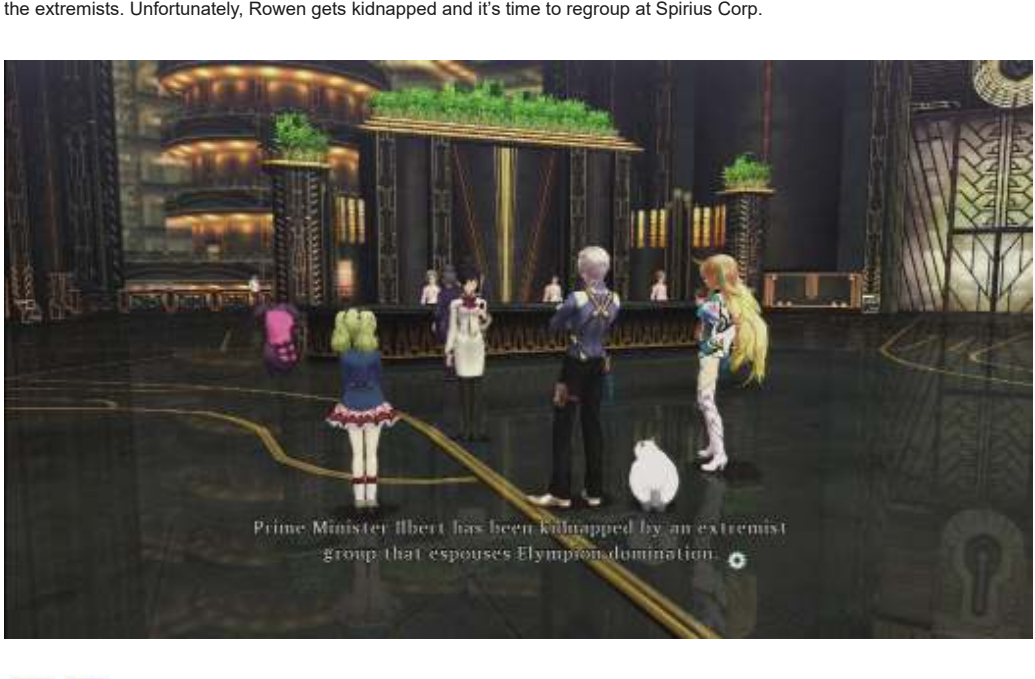
Extremist Mastermind



Type ●	
HP	7080
Weak	● ●
Strong	●

Rowen's Past Comes Full Circle

Join Rowen in Drellin to partake in some spirits... the kind that come in a bottle. But the good times don't last long as Rowen receives an urgent message about threats of terrorism. Rowen hands Ludger "a good luck charm" and races off to deal with the extremists. Unfortunately, Rowen gets kidnapped and it's time to regroup at Spirius Corp.


Prime Minister Ilbert has been kidnapped by an extremist group that espouses Elympion domination.

1 2 Use the World Map to go to Spirius Corp. and talk to Vera in the lobby. The charm that Rowen gave to Ludger is a sort of spirit tracking device. With the help of Milla and the Four Great Spirits, they pinpoint Rowen's location.

3 Warp to Labari Hollow, make your way around the ring-like area, and battle your way down to Sector 3.

Hey! What're you doing here?

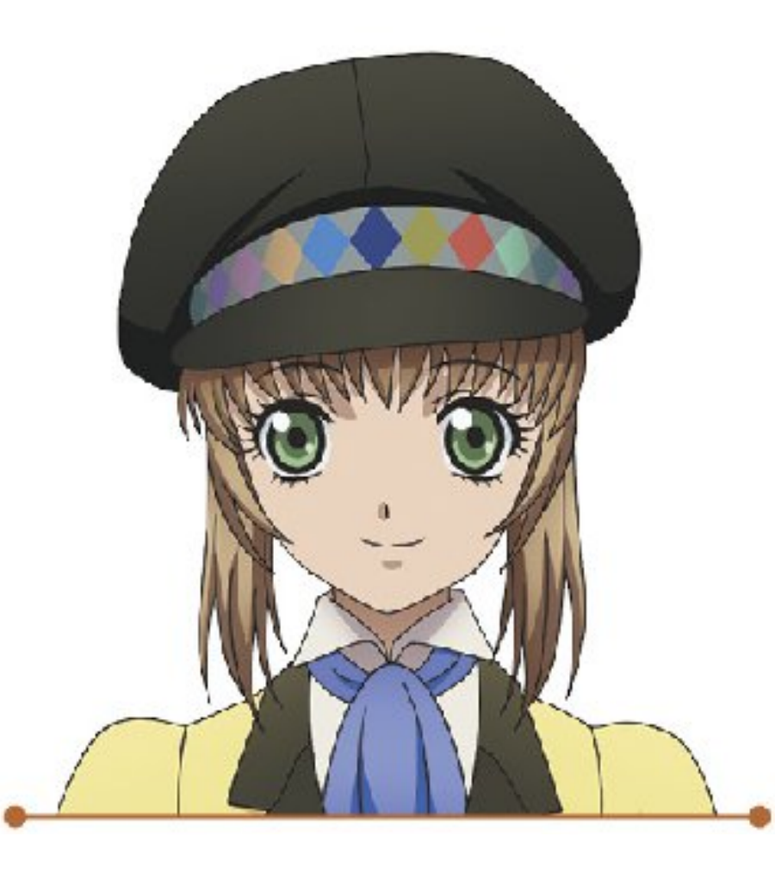
4 A lone guard stands outside Sector 3 and will be a breeze to deal with as it is weak to Wind-type damage.

3229 354
4599 251
4172 153
4644 232

5 6 Enter Sector 3 and confront the kidnappers to save Rowen. Confront the Armored Exodus Extremist first with relentless attacks of the sledgehammer before they have a chance to use a Lemon Gel. Switch to dual blades to deal with the Extremist Mastermind to exploit its weakness to Slash-type damage. When the battle is over, Rowen reveals his tactical plan for unity.

Character Stories

Leia's Story



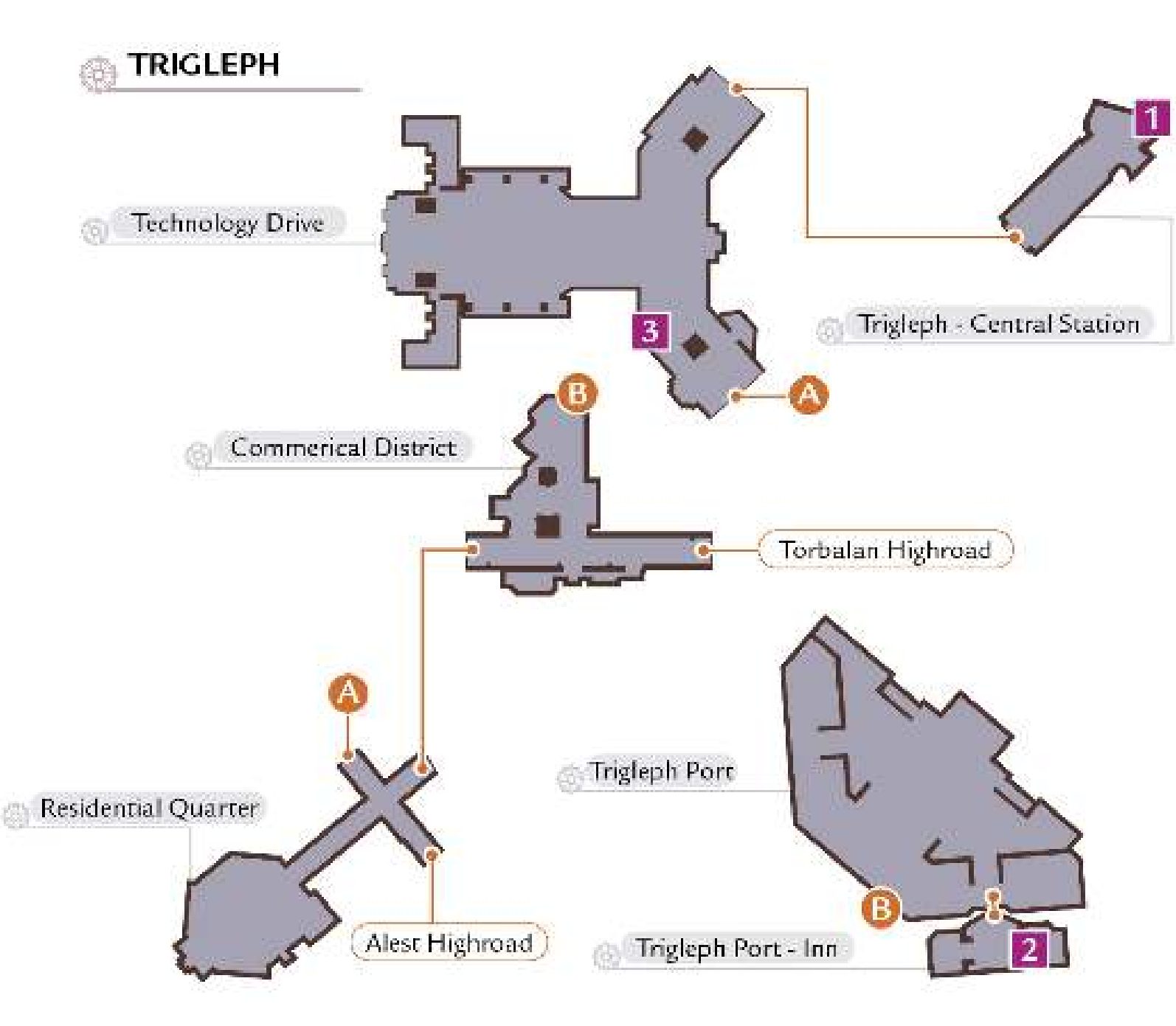
Episode 1: Leia’s Mission

Time

After completing Chapter 5

Location

Trigleph—Technology Drive


TRIGLEPH
Technology Drive
1
Trigleph - Central Station
3
A
B
Commerical District
Torbalan Highroad
A
Residential Quarter
Alest Highroad
Trigleph Port
B
Trigleph Port - Inn
2

DIALOGUE FLOWCHART

Trigleph—Technology Drive

L1: — / R1: —

1 Trigleph—Central Station

L1: — / R1: —

2 Trigleph Port - Inn - Lobby

L1: Leia affinity +400 / R1: Leia affinity +400

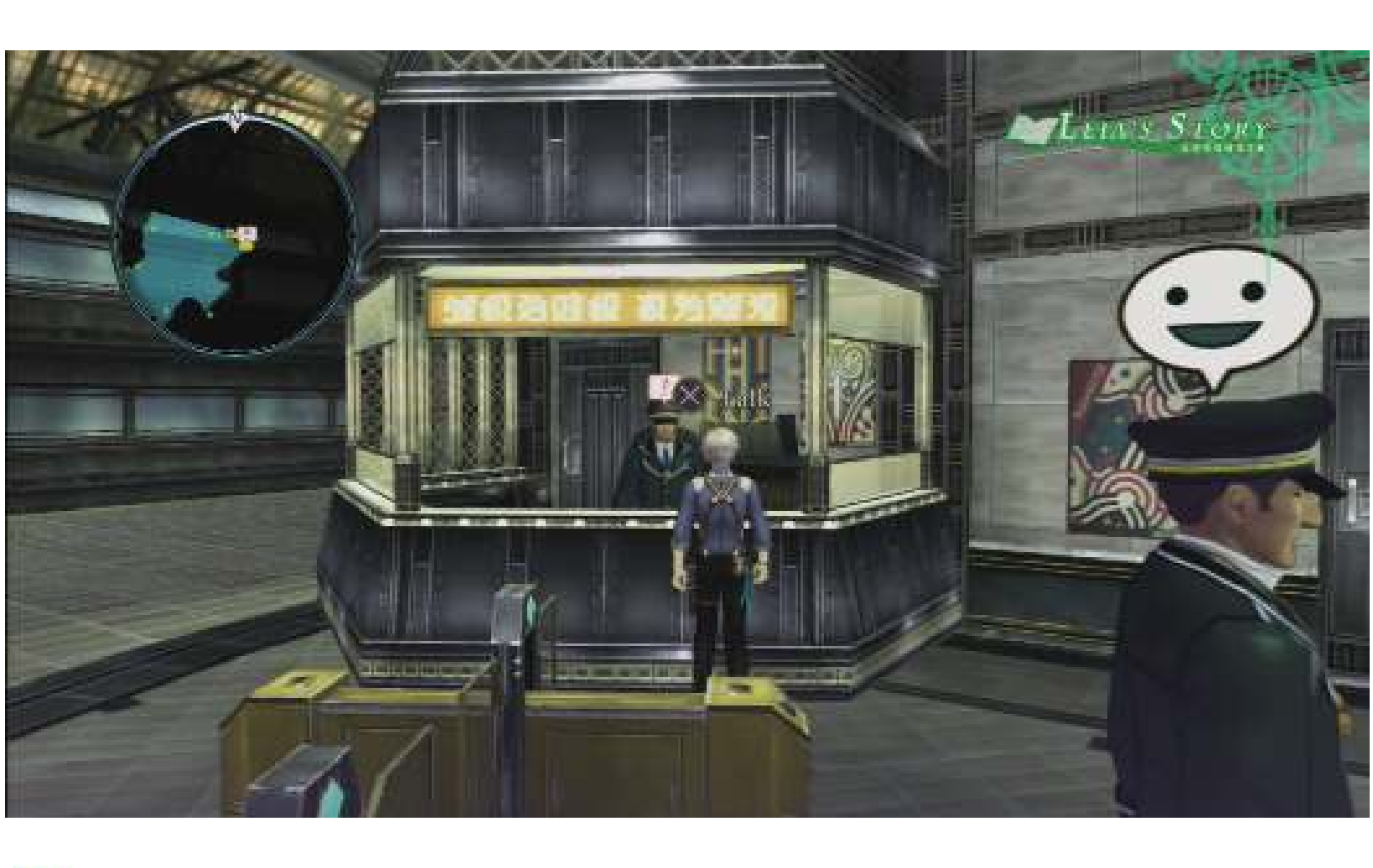
L1: Leia affinity +400 / R1: —

3 Trigleph—Technology Drive

L1: — / R1: —

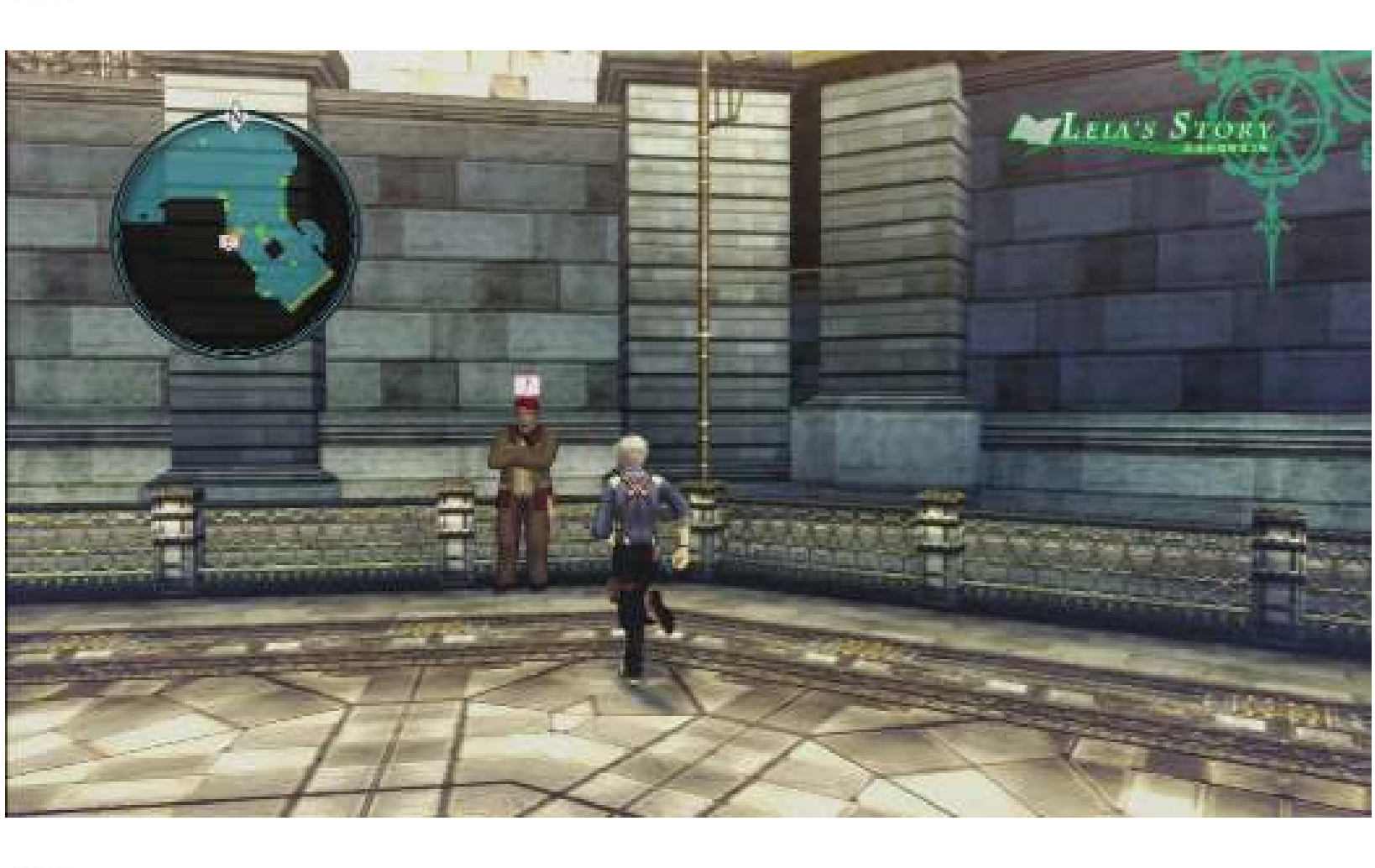
Leia Learns a Lesson

Check in with Leia in Trigleph. Her boss shows up and she eagerly volunteers to help with his delivery.


Leia's Story

1 Go to Trigleph Central Station and deliver the envelope Leia’s boss gave her.

2 Before hunting down the Chief, stop by the local inn for some valuable info and a chance to boost Leia’s affinity.


Leia's Story

3 Take the delivery confirmation slip and show it to Leia’s boss in Technology Drive.

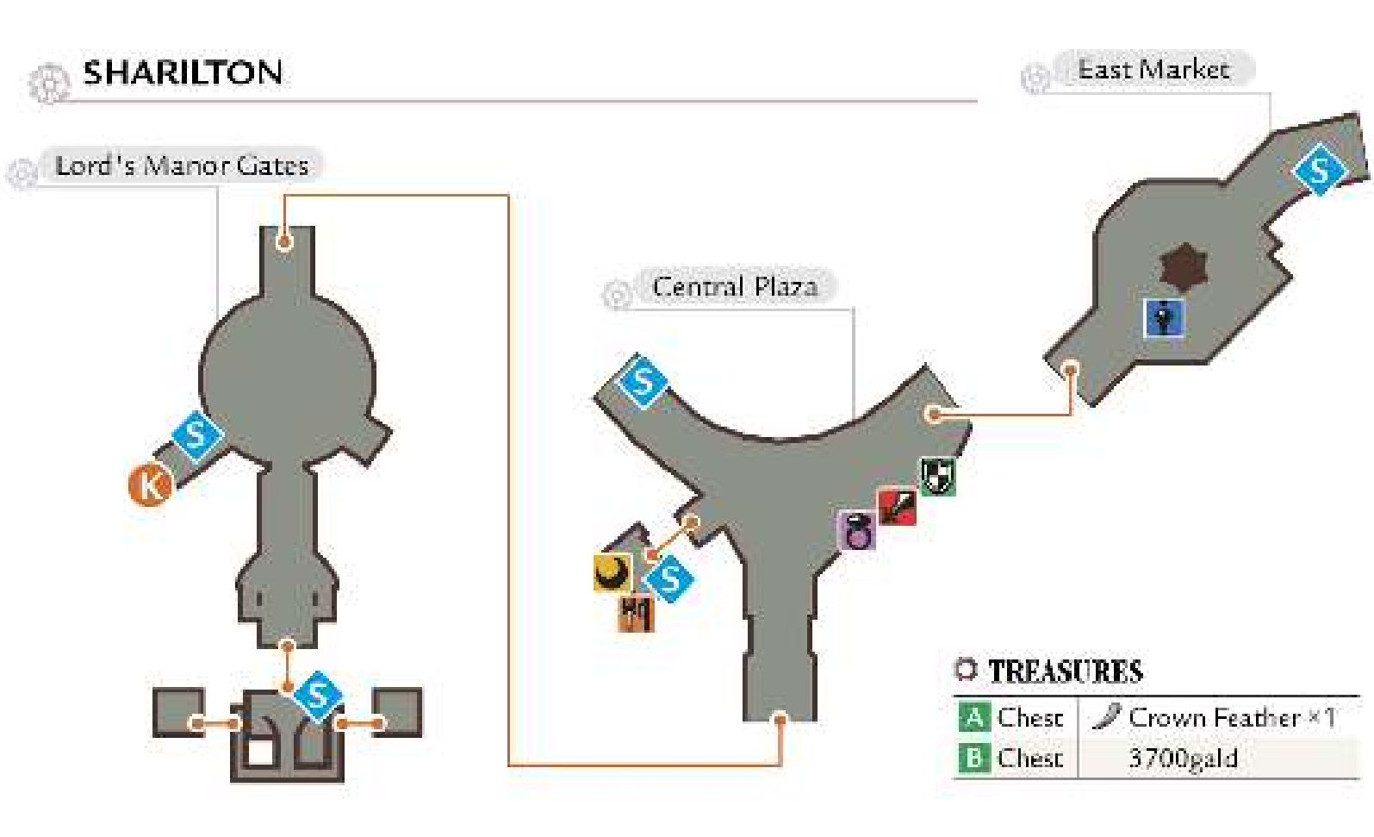
Episode 2: What Might Have Been

Time

After completing Chapter 7

Location

Sharilton—Central Plaza


SHARILTON
East Market
Lord's Manor Gates
Central Plaza
S
K
TREASURES
A Chest Crown Feather ×1
B Chest 3700gald

DIALOGUE FLOWCHART

Sharilton—Central Plaza

1 Bermia Gorge—Northwest Region (Fractured)

2 Talk to Agria

L1: — / R1: Leia affinity +400

3 Approach Agria

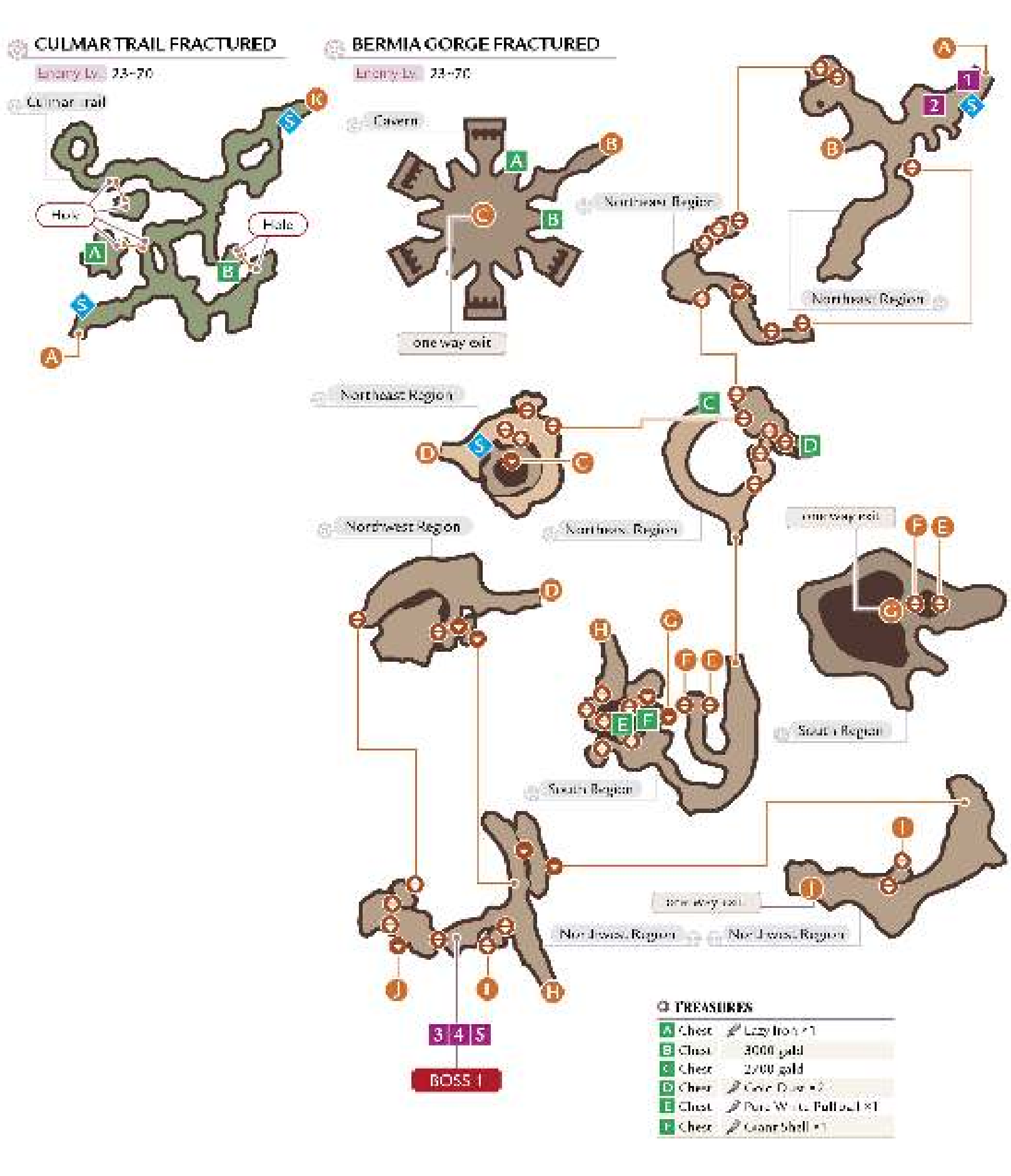
L1: Leia affinity +400 / R1: —

4 Boss—Hangerzamm

L1: — / R1: Leia affinity +900

5 Sharilton—Lord’s Manor Gates

L1: Leia affinity +400 / R1: —


CULMAR TRAIL FRACTURED
Enemy Lv. 23–70
Culmar Trail
Hole
Hole
BERMIA GORGE FRACTURED
Enemy Lv. 23–70
Cavern
one way exit
Northeast Region
Northwest Region
South Region
3 4 5
BOSS 1
TREASURES

Agria Alternative

Talk to Leia in Sharilton to learn about Spirius agents vanishing. Conveniently Vera calls with an assignment in a Fractured Dimension.

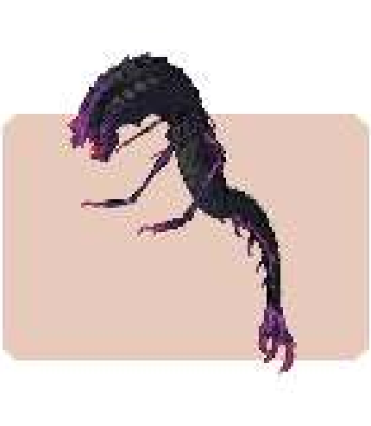
I've been blowing up your phone all day!

1 2 Jump into the dimension to be taken to Bermia Gorge. Agria is only a few feet away and is very impatient!

Sonic Thrust
Storm Edge
2626 61
2104 181
1862 99
1894 198

3 Battle your way through this complicated area to get to the monster causing all the commotion. The enemies here have varying weaknesses, so make sure to switch weapons and use the sledgehammer on the Tortoises and dual blades on the flying foes. When you finally find Agria, approach her with caution because the boss is nearby.

BOSS Hangerzamm



Level	24–71
Iron Stance	400
HP	85785–21308
Weak	
Strong	

Drop	Chipped Claw (100%) Sharp Fang (100%)
Steal	Hard Scale (5%)

Aim for the Head with Jumping Attacks

Outlander
POWER HIT!
5097 DAMAGE!
2571 80
1120 140
947 52
1377 95

4 All of this boss’s attacks have such long range that it’s difficult to dodge them with quick-steps. Guard diligently, and counterattack with Ludger’s sledgehammer strikes. When you do, if you jump before attacking, you can hit the boss’s head for guaranteed criticals. Sometimes the boss summons Worm Shades with the Call Out arte. Switch to dual blades to cut through them or set Alvin’s Target Strategy to Cancel Spirit Artes. The boss is weak to Dark-type artes, so having Elize in your party would be a big help.

5 Once the catalyst is destroyed, your group returns to Sharilton and Leia gets an important insight on her relationship with Agria.

Episode 3: Leia’s Big Scoop

Time

After completing Chapter 9

Location

Leronde

DIALOGUE FLOWCHART

Leronde

L1: Leia affinity +400 / R1: —

L1: — / R1: —

L1: — / R1: Elize affinity +400

What’s Really Important

I want to know what real people have to say.
What they're really thinking.

Check in on Leia as she ponders the question her editor challenged her with. She is struggling to find out what it takes to be a great reporter, and decides to work through the problem to figure out what is really important.

> **Note**
>
> This episode seems very short, but it unlocks a series of Event Quests called Leia Report.

Episode 4: The Hard Truth

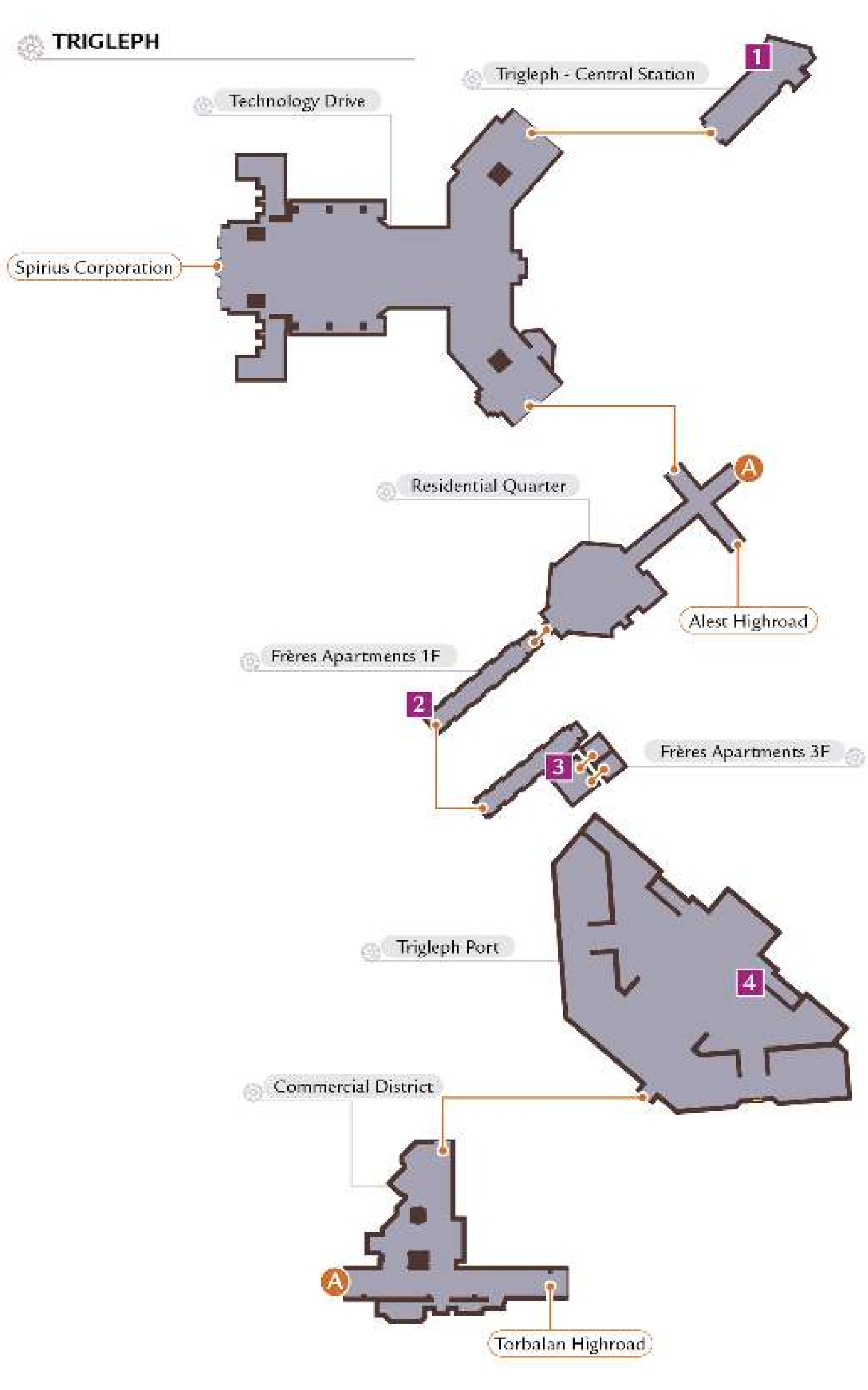
Time

After Chapter 14

Location

Trigleph—Technology Drive

> **Note**
>
> The Leia Chapter 4 episode can be triggered in: Trigleph - Technology Drive, Duval - Downtown, Marksburg - Bridge of Unity, Drellin - Central Plaza, Hamil - Western District, Nia Khera, Sharilton - Central Plaza, Xian Du - Central Ward, Kanbalar - Inn - Lobby, Fennmont - Hotel Fenntasia - Lobby, Leronde Seahaven, Aladhi Seahaven, Sapstrath Seahaven, or Lakutam Seahaven.


TRIGLEPH
Trigleph - Central Station
1
Technology Drive
Spirius Corporation
Residential Quarter
A
Alest Highroad
Frères Apartments 1F
2
3
Frères Apartments 3F
Trigleph Port
4
Commercial District
A
Torbalan Highroad

DIALOGUE FLOWCHART

Trigleph—Technology Drive

1 Trigleph Station

L1: — / R1: Leia affinity +400

L1: — / R1: Leia affinity +400

2 Frères Apartments 1F

3 Frères Apartments 302

L1: Leia affinity +400 / R1: —

4 Trigleph Port*

L1: — ** / R1: — **

*Must Complete Leia Report Part 2

** Must Complete Leia Report Part 3

Leia’s Hard Work Pays Off

> **Note**
>
> This requires the completion of Event Quest Leia Report Part 1, but if you want things to turn out well, finish all three parts first!

If it really means that much to you... Fine, go ahead and
write whatever you want.

1 Leia is in Trigleph and she is ready to wrap up her report. Return to where the story began with the attendant at the Trigleph Station.

Sorry, Ludger. Gonna need your room for a while.

2 3 Leia needs somewhere to work and she plans to pull an all-nighter at Ludger’s place to finish her report. Go to Frères Apartments and head up to Ludger’s place on the third floor to support Leia.

Objectivity and accuracy. Those two elements
are the key points here.

4 Leia finishes her report and races off to show her editor. Follow her to Trigleph Port and find out what Leia has learned as she takes another step to becoming a full-fledged journalist.

Character Stories

Gaius's Story

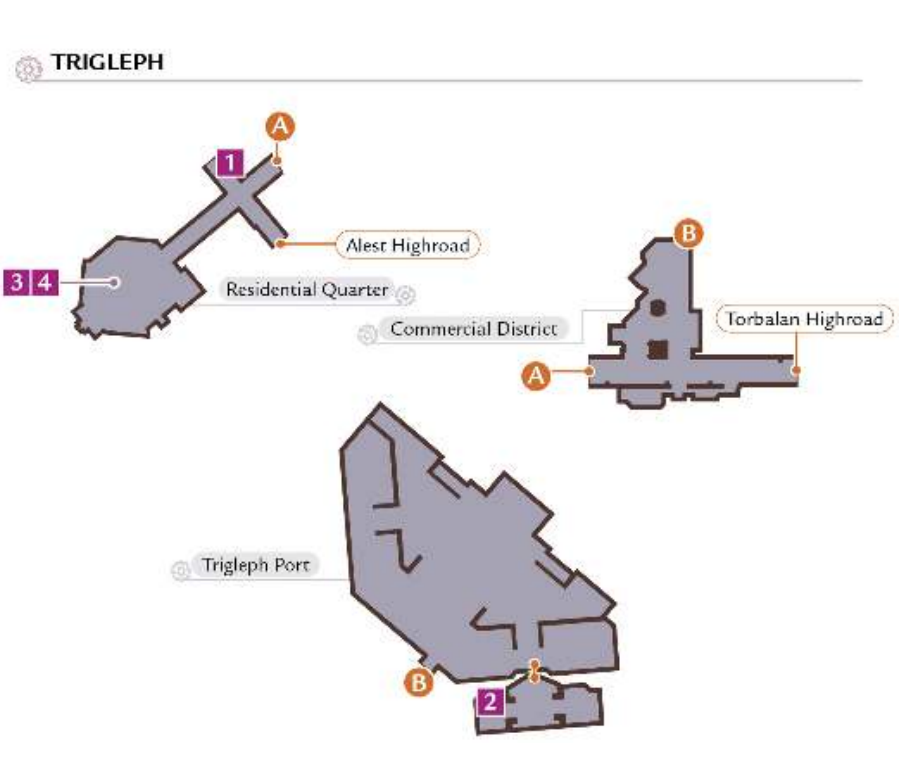
Episode 1: A Meeting With Gaius

Time

After completing Chapter 9

Location

Trigleph—Technology Drive


TRIGLEPH
A
1
Alest Highroad
3 4
Residential Quarter
B
Commercial District
Torbalan Highroad
A
Trigleph Port
B
2

DIALOGUE FLOWCHART

Trigleph—Technology Drive

L1: — / R1: —

1. Trigleph—Central Station
2. Trigleph Port—Inn—Lobby
3. Trigleph Residential Quarter

L1: Gaius affinity +400 / R1: —

4. Brawl in Trigleph Residential Quarter

Enemies

Young Businessman

Type	●
HP	1425
Weak	● ●
Strong	—

Crabby Old Lady

Type	●
HP	1560
Weak	● ●
Strong	—

Drunk Man

Type	●
HP	1470
Weak	● ●
Strong	—

Uptight Girl

Type	●
HP	1380
Weak	● ●
Strong	—

Self-Righteous Man

Type	●
HP	1515
Weak	● ●
Strong	—

Tanner

Type	●
HP	13200
Weak	—
Strong	—

No Love for Rieze Maxia

1 Gaius is hanging out in Trigleph, but he is incognito and wants to avoid any attention. A group of young guys seem to be in trouble and bump into your party, dragging you into their mess.

2 Run to the inn at Trigleph Port to lose the men chasing you and speak to Tanner.

3 Tanner asks for you to meet him in the park, so don't keep him waiting and go to Trigleph Residential Quarter. Unfortunately, the little meeting turns out to be an ambush!

4 A bunch of locals attack, but they are no match for your battle veteran party. Set the party's Strategy to distribute their attacks and Spread Out. Many of the Rieze Maxia haters are weak to gunfire, so Ludger can stay back and fire at will.

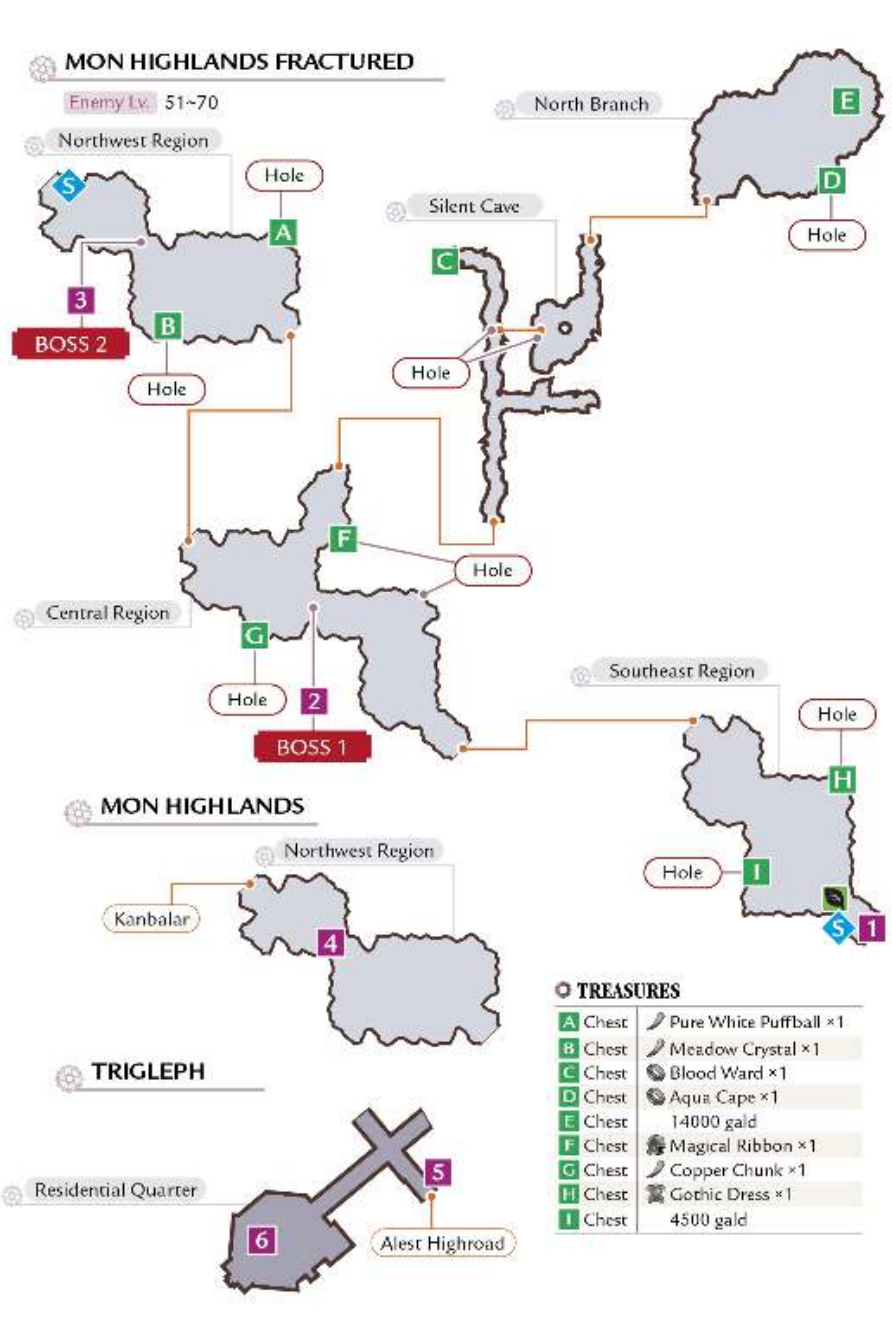
Episode 2: The Ties That Bind

Time

After completing Chapter 11

Location

Trigleph Port—Inn—Lobby


MON HIGHLANDS FRACTURED
Enemy Lv. 51~70
Northwest Region
Hole
A
3
BOSS 2
B
Hole
North Branch
E
D
Hole
Silent Cave
C
Hole
F
Hole
Central Region
G
Hole
2
BOSS 1
Southeast Region
Hole
H
Hole
I
1
MON HIGHLANDS
Northwest Region
Kanbalar
4
TRIGLEPH
Residential Quarter
5
6
Alest Highroad
TREASURES
A Chest Pure White Puffball ×1
B Chest Meadow Crystal ×1
C Chest Blood Ward ×1
D Chest Aqua Cape ×1
E Chest 14000 gald
F Chest Magical Ribbon ×1
G Chest Copper Chunk ×1
H Chest Gothic Dress ×1
I Chest 4500 gald

DIALOGUE FLOWCHART

Trigleph Port—Inn—Lobby

1. Mon Highlands—Southeast Region (Fractured)
2. Four Boss Battle—Mon Highlands—Central Region (Fractured)
3. Boss—Otulp Mon Highlands—Northwest Region (Fractured)
4. Mon Highlands—Northwest Region

L1: Gaius affinity +400 / R1: —

5. Trigleph—Residential Quarter
6. Talk to Tanner

A Lesson in Friendship

Gaius is back at the inn where you took shelter last episode. Kyle called everyone to meet to try to find Tanner, who went missing after the last ambush.

1 There is no time to look for Tanner now. A Fractured Dimension awaits in the Mon Highlands. There are tons of treasures to search for in this snowy region, and it is a pretty safe bet that most enemies are weak to Fire-type damage.

2 Search the Central Region and you will automatically run into a group of Gaius' friends that don't seem too friendly.

BOSS Wingul (Fractured)

Level	52-71
Iron Stance	50
HP	59607—78588
Weak	●
Strong	●

Drop	Warrior Emblem (100%)
Steal	—

BOSS Jiao (Fractured)

Level	52–71
Iron Stance	100
HP	75717–99828
Weak	●
Strong	●

Drop	Guardian Emblem (100%)
Steal	—

BOSS Agria (Fractured)

Level	52–71
Iron Stance	50
HP	54744–72216
Weak	●
Strong	●

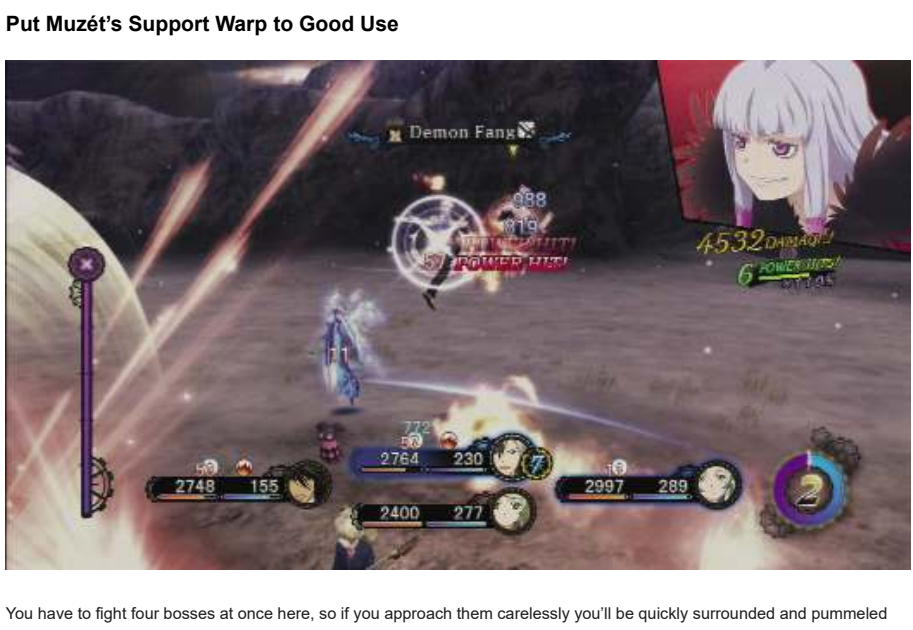
Drop	Magic Emblem (100%)
Steal	—

BOSS Presa (Fractured)

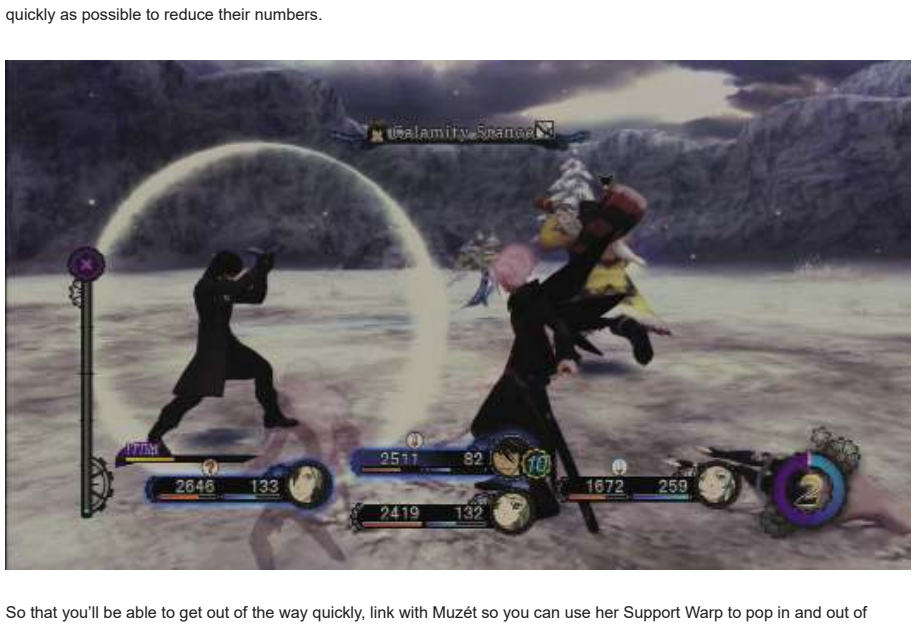
Level	52–71
Iron Stance	50
HP	45107–59472
Weak	●
Strong	●

Drop	Resistance Emblem (100%)
Steal	—

Put Muzét's Support Warp to Good Use

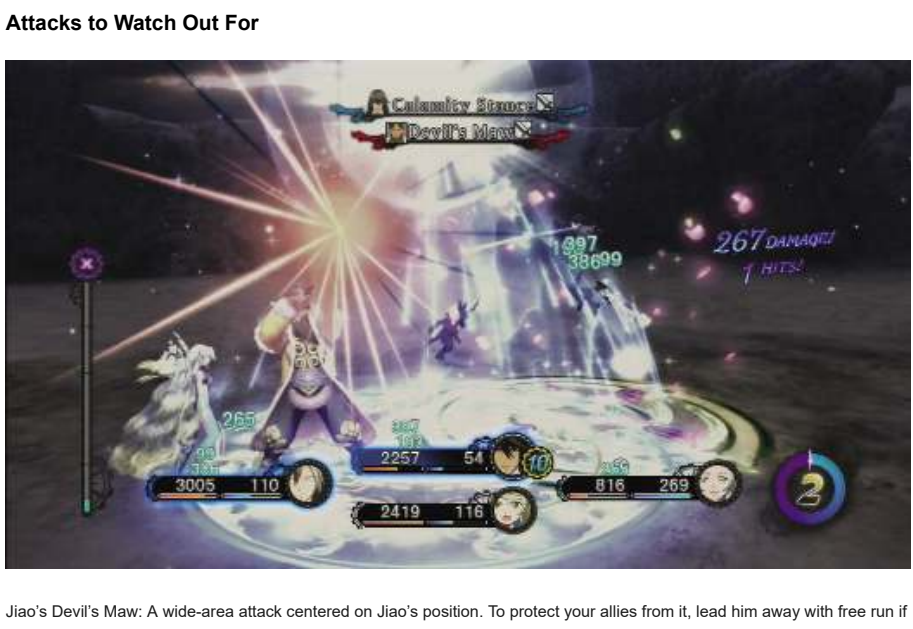


You have to fight four bosses at once here, so if you approach them carelessly you'll be quickly surrounded and pummeled into oblivion. Jiao is especially dangerous and he has lots of short-range knockdown attacks. If he begins pursuing you, run away from him, leading him away from your comrades. Focus on each foe and exploit their weaknesses to drop them as quickly as possible to reduce their numbers.

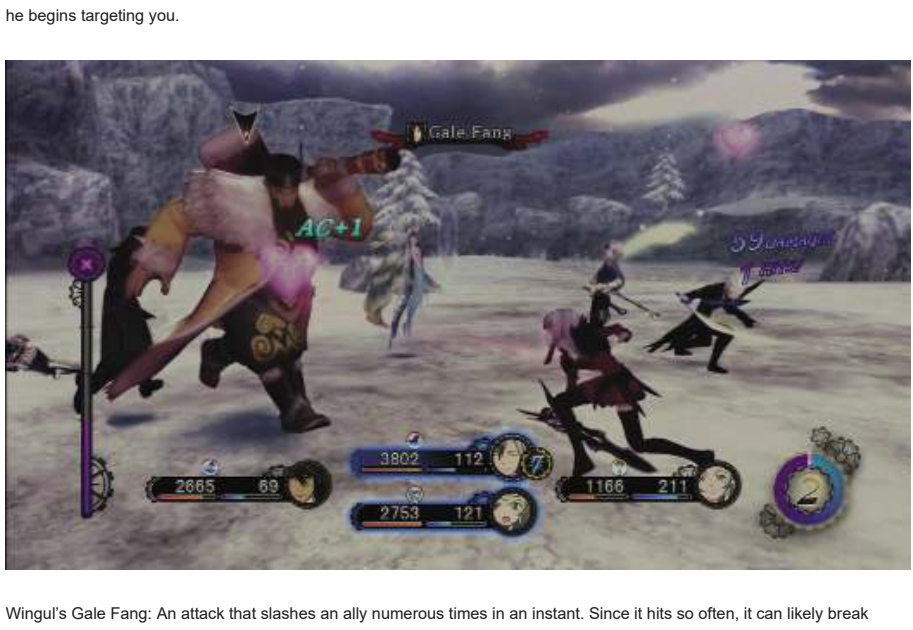


So that you'll be able to get out of the way quickly, link with Muzét so you can use her Support Warp to pop in and out of battle. Once you've culled the enemy's numbers, switch to controlling Gaius and aim to counter enemy attacks with Retribution and Calamity Stance.

Attacks to Watch Out For



Jiao's Devil's Maw: A wide-area attack centered on Jiao's position. To protect your allies from it, lead him away with free run if he begins targeting you.



Wingul's Gale Fang: An attack that slashes an ally numerous times in an instant. Since it hits so often, it can likely break through your guard, so quick-step away to dodge it safely.

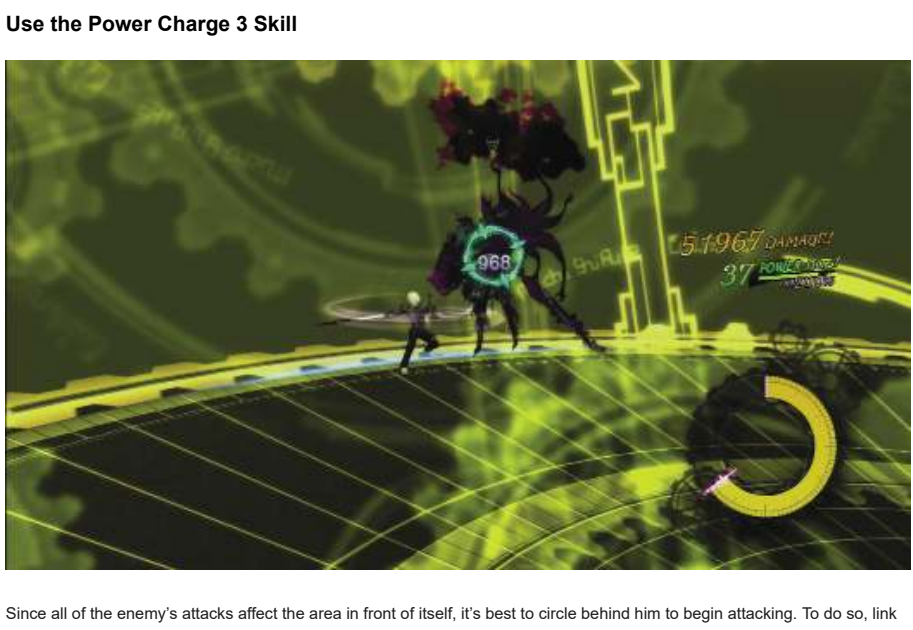
3 Keep trudging through the Mon Highlands to the Northwest Region to find the catalyst.

BOSS Otulp (Fractured)

Level	53–72
Iron Stance	200
HP	200382–263139
Weak	● ●
Strong	● ●

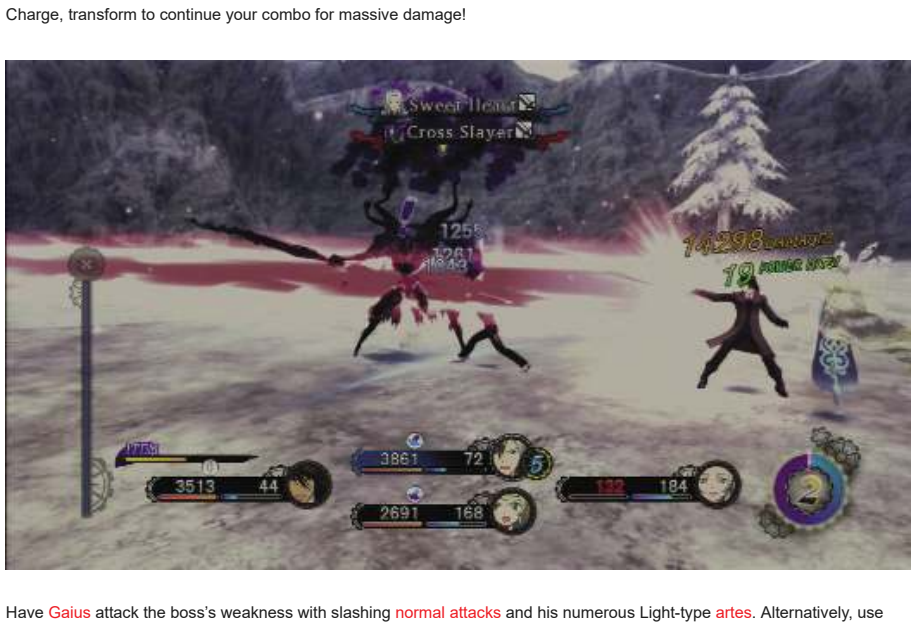
Drop	Mysterious Bead (100%) Black Rain (100%)
Steal	—

Use the Power Charge 3 Skill



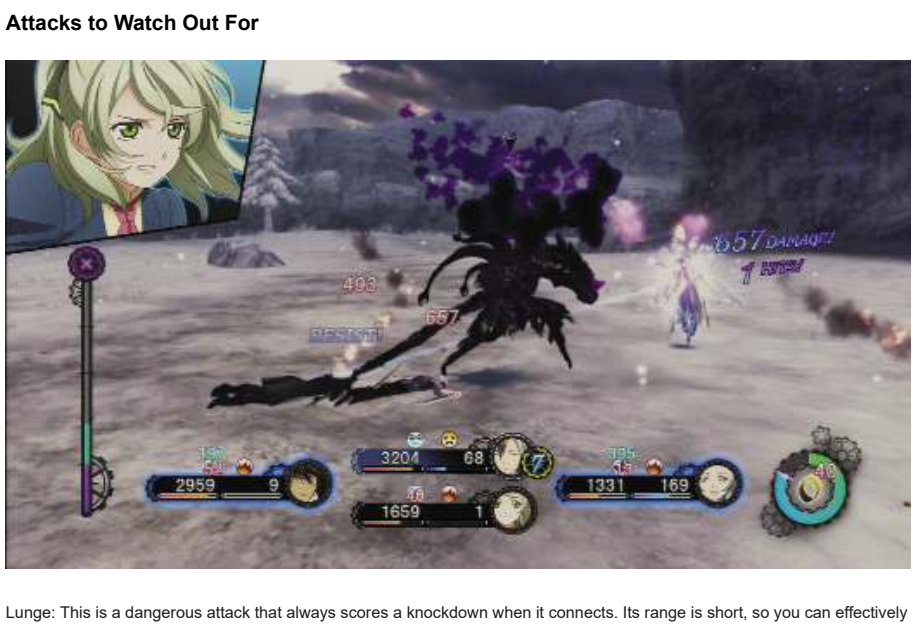
Since all of the enemy's attacks affect the area in front of itself, it's best to circle behind him to begin attacking. To do so, link with Muzét for improved evasive abilities.

This boss moves so slowly that you'll have plenty of time to get away from him and charge up Power Charge 3 while you guard. After staggering the foe, use combos to dish out large amounts of damage. Also, after giving it a weakness with Power Charge, transform to continue your combo for massive damage!



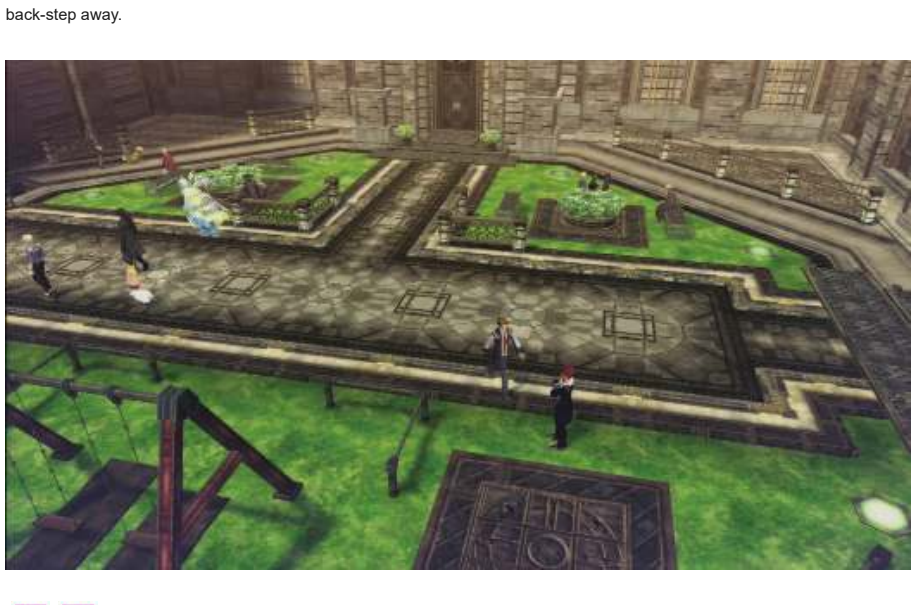
Have Gaius attack the boss's weakness with slashing normal attacks and his numerous Light-type artes. Alternatively, use Ludger's dual blades with artes like Moonlight Assault.

Attacks to Watch Out For



Lunge: This is a dangerous attack that always scores a knockdown when it connects. Its range is short, so you can effectively back-step away as soon as you see the boss rearing back to use it.

Cross Slayer: A long-range attack in which the boss swings its weapons forward. The flip side for its long range is the long window of opportunity it offers before connecting, so even after the arte's name appears on screen, you have time guard or back-step away.



4 5 When you're back in the prime dimension of Mon Highlands, Gaius wants to check in on Tanner. Go back to Trigleph to track him down.

6 Talk to Tanner and Gaius will bestow some wisdom on the reckless kid.

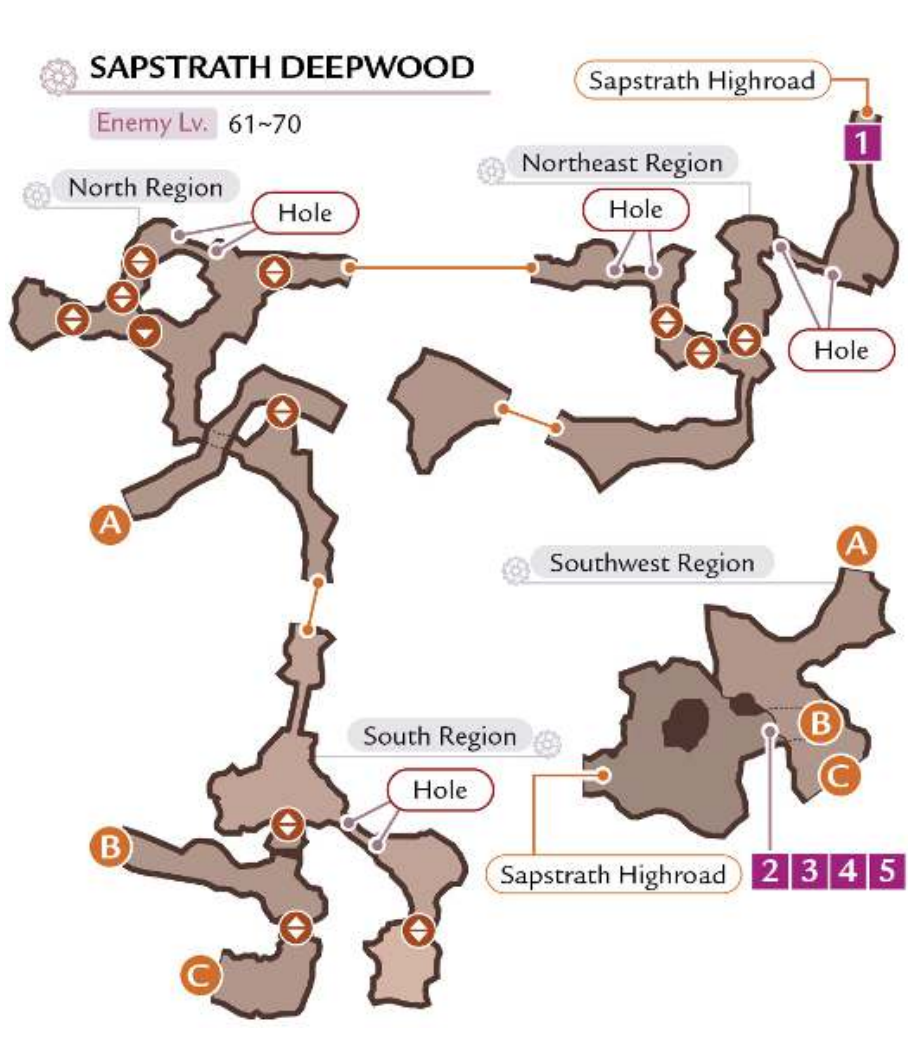
Episode 3: The Sights of Rieze Maxia

Time

After completing Chapter 13

Location

Trigleph Port—Inn—Lobby


SAPSTRATH DEEPWOOD
Enemy Lv. 61~70
Sapstrath Highroad
1
North Region
Hole
Northeast Region
Hole
Hole
A
Southwest Region
A
B
C
South Region
Hole
Sapstrath Highroad
2 3 4 5
B
C

DIALOGUE FLOWCHART

Trigleph Port—Inn—Lobby

1. Sapstrath Deepwood
2. Sapstrath Deepwood—Southwest Region

L1: Gaius affinity +400 / R1: —

3. Monster Ambush
4. Marksburg—Rieze Maxia Entrance

L1: — / R1: —

5. Marksburg—Elym Hotel

Enemies

Sylvan Treant (Overgrown)

Type	●
HP	65508
Weak	●
Strong	●

Sylvan Wolf (Berserk)

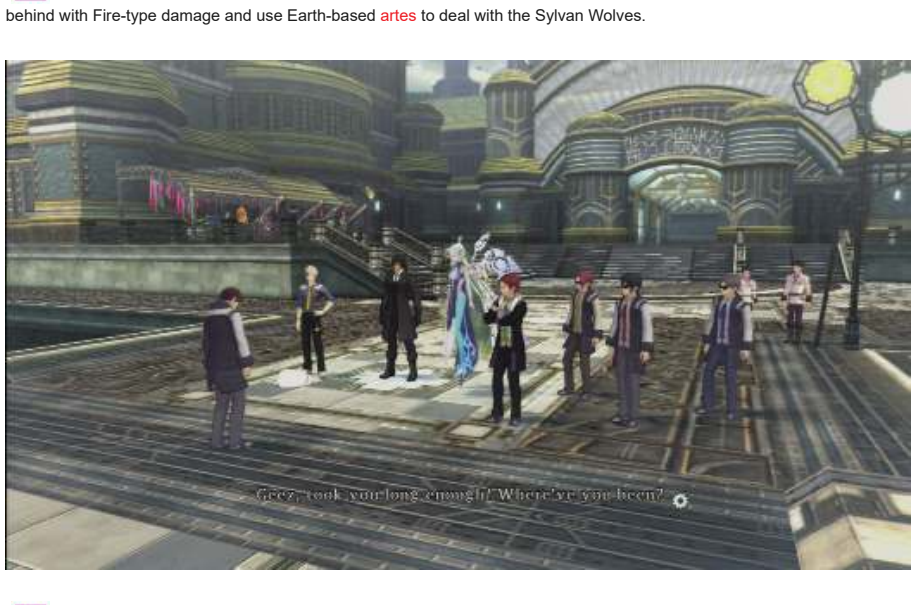
Type	●
HP	22866
Weak	●
Strong	●

Gaius the Chaperone

When you met up with Gaius, Kyle and his friends are planning a trip to Rieze Maxia and it looks like your party is the chaperone.

1 2 Use the World Map to go to Sapstrath Deepwood and run through the forest to the Southwest Region for some sightseeing.

3 A group of monsters are about to ambush the kids, but your party draws first blood! Attack the Sylvan Treant from behind with Fire-type damage and use Earth-based artes to deal with the Sylvan Wolves.



4 Now the kids want to go to Marksburg, so use the World Map and make one more stop. Kyle is late returning and is acting suspicious.

5 The group automatically goes to the Elym Hotel and the news of a murder in Rieze Maxia is spreading like wildfire.

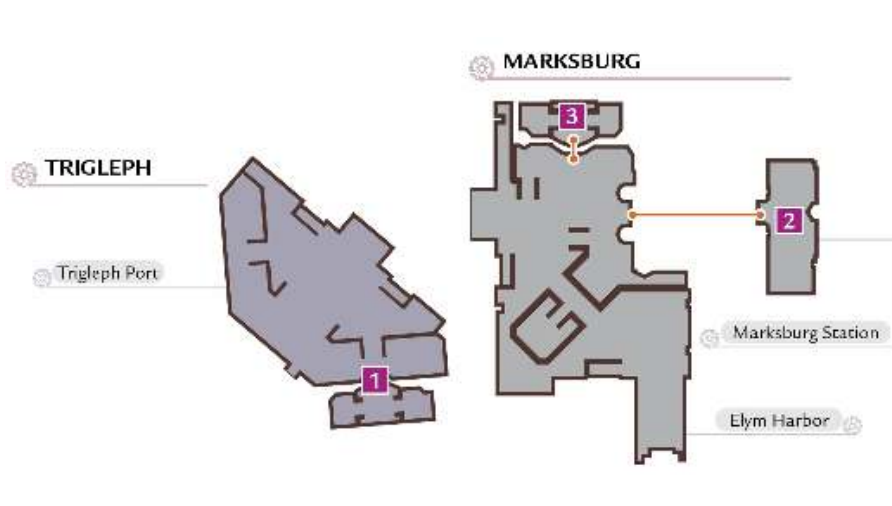
Episode 4: What the King Must Do

Time

After Chapter 15

Location

Trigleph Port


MARKSBURG
3
TRIGLEPH
2
Trigleph Port
Marksburg Station
1
Elym Harbor

DIALOGUE FLOWCHART

Trigleph Port

1. Trigleph Port—Inn—Lobby
2. Marksburg—Elym Harbor
3. Marksburg—Elym Hotel

L1: Gaius affinity +400 / R1: —

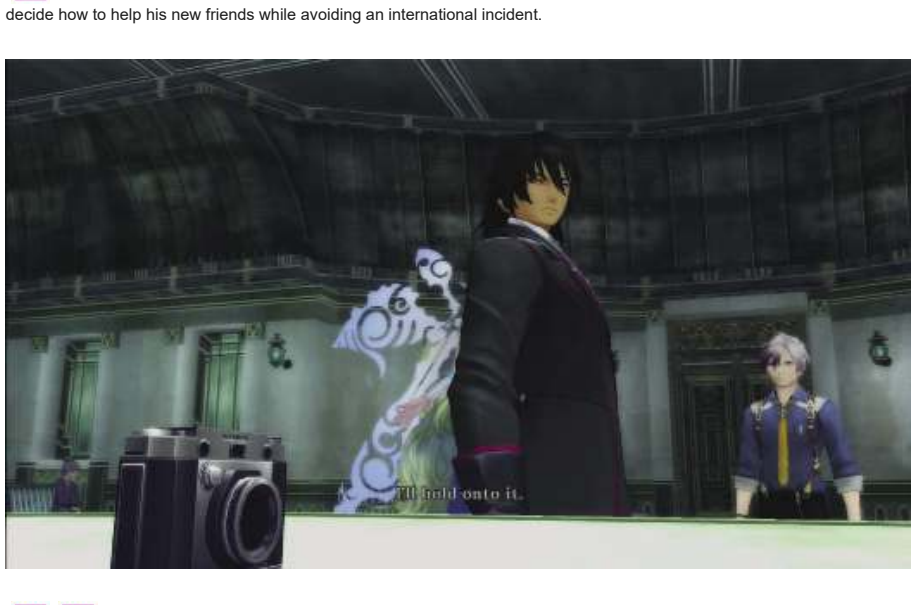
L1: — / R1: Gaius affinity +400

L1: Gaius affinity +700 / R1: —

A Tough Decision

Speak to Gaius outside the inn at Trigleph to discuss Kyle.

1 Step inside the inn where Gaius is in a political nightmare. He is in a difficult situation as king of Rieze Maxia. He must decide how to help his new friends while avoiding an international incident.



2 3 Go to Marksburg and enter the Elym Hotel. Speak to the person at the front desk to join the politicians in the conference room. Some tough decisions need to be made, but Erston will always have the memories of his times with his friends.

Character Stories

Muzét's Story

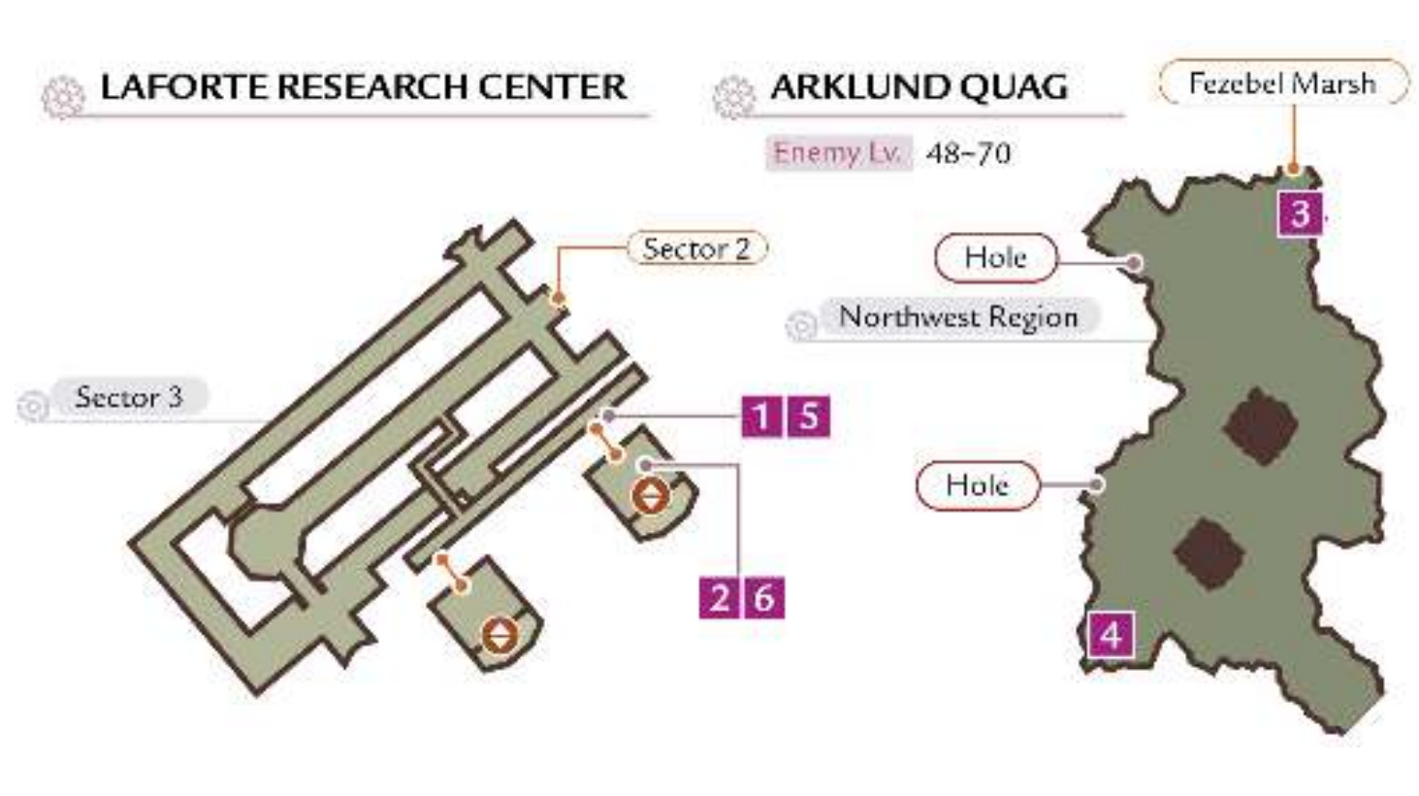
Episode 1: The Spirit Radio

Time

After completing Chapter 10

Location

Fennmont—Orda Bridge


LAFORTE RESEARCH CENTER
ARKLUND QUAG
Enemy Lv. 48–70
Fezebel Marsh
Sector 2
Sector 3
Hole
Northwest Region
Hole
1 5
2 6
3
4

DIALOGUE FLOWCHART

Fennmont—Orda Bridge

L1: — / R1: Muzét affinity +500

1 Laforte Research Center—Sector 3

2 Laforte Research Center—Sector 3 Laboratory 10

L1: — / R1: —

L1: — / R1: —

3 Arklund Quag

4 Talk to Nigel

5 Laforte Research Center—Sector 3 Laboratory 10

6 Speak to Nigel

L1: Muzét affinity +600/R1: Gaius affinity +400

L1: — / R1: —

Hearing Voices

Muzét is hanging out in Fennmont and Balan interrupts, mentioning a breakthrough communication device for spirts. He wants Muzét to help with the research, and she goes along with the plan for fun.

Muzét's Story
Talk

1 2 Go to the Laforte Research Center—Sector 3 and look for Laboratory 10. Ask the person you encounter to speak to Nigel, only to find out he has gone to Arklund Quag to perform some "field work".

I'll zip back to the Laforte Research Center and get everything ready. Come as soon as you can!

3 4 Use the World Map to go to Arklund Quag and make your way to the Northwest Region in search of Nigel. He is kind of hard to miss as he is the only person standing around with a bird-like helmet. Nigel is overjoyed that you will help with his research and heads back to the lab.

The bracelet will detach once the calculatrics run their course. So don't futz with it.

5 6 Back in the lab, talk to Nigel who straps the Yakkety Strap 2000 on Ludger. The device won't come off until it's done processing, and unfortunately the only spirit Ludger can hear is Muzét's inner thoughts.

Episode 2: From Muzét with Love

Time

After completing Chapter 14

Location

Drellin

DIALOGUE FLOWCHART

Drellin

L1: Muzét affinity +600 / R1: —

L1: Muzét affinity +600 / R1: Muzét affinity +600

1 Bermia Gorge (Fractured)

2 Boss—Vaioplume

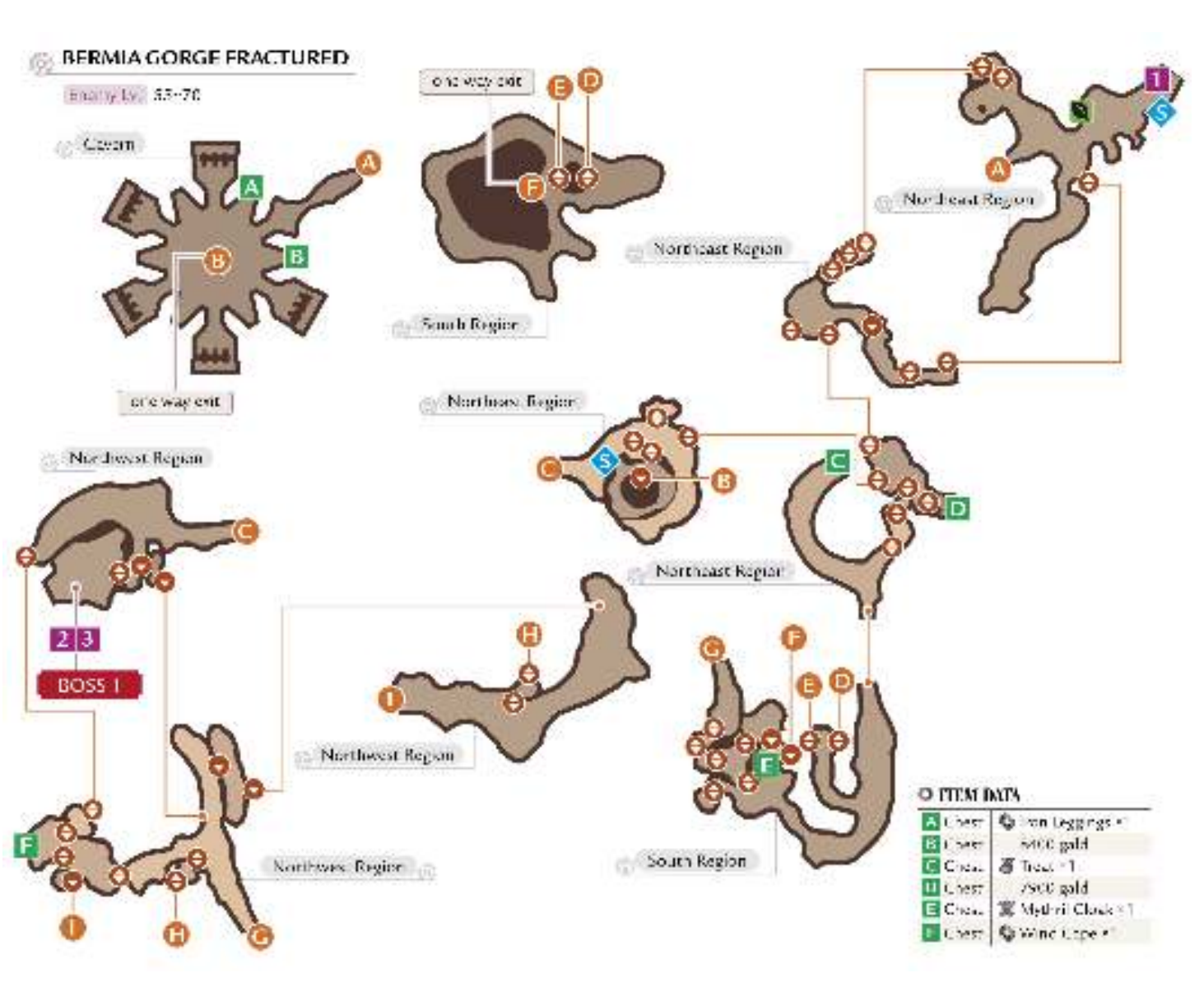
3 Nia Khera

The Art of Giving

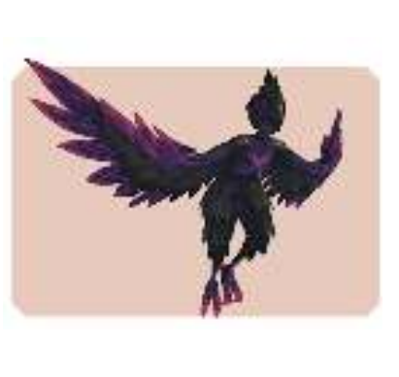
Muzét is in Drellin mulling over what to get Milla's friends to make them like her more. Gaius offers an idea to make something from harpy feathers. Conveniently, Vera calls in about a Fractured Dimension where you can find those feathers.

Muzét's Story

1 Bermia Gorge is a complicated area with lots of ledges to explore, but it is worth it to find all of the treasures it has to offer. Make your way to the Northeast Region to find the feathers Muzét needs from a harpy boss.


BERMIA GORGE FRACTURED
Cavern
one way exit
one way exit
South Region
Northeast Region
Northeast Region
Northwest Region
Northwest Region
Northeast Region
Northwest Region
Northwest Region
South Region
2 3
BOSS 1
1
ITEM DATA

BOSS Vaioplume



Level	56–71
Iron Stance	40
HP	162732–201072
Weak	
Strong	

Drop	Crown Feather (100%)
Steal	Opal (5%)

Go for a Quick Victory with Weakness-Exploiting Attacks

2 Challenge this boss at close range with Ludger and Gaius, both of whom are capable of exploiting its weakness to slashing damage. The boss is also weak to Earth-type damage, which Rowen can exploit with artes like Air Pressure and Freeze Lancer for big damage.

Link with Rowen if you can to take advantage of his Auto Magic Guard. This is very useful when the boss casts Shimmering Toll, but if you are on your own make sure to manually use Magic Guard. This boss does ailment-inflicting attacks, so make sure you're well-stocked on Syrup Bottles and Panacea Bottles and assign Muzét the Prioritize Healing Action Strategy.

3 Meet Muzét in Nia Khera where she has prepared the presents from the feathers she retrieved. The group has a mixed reaction to her gifts.

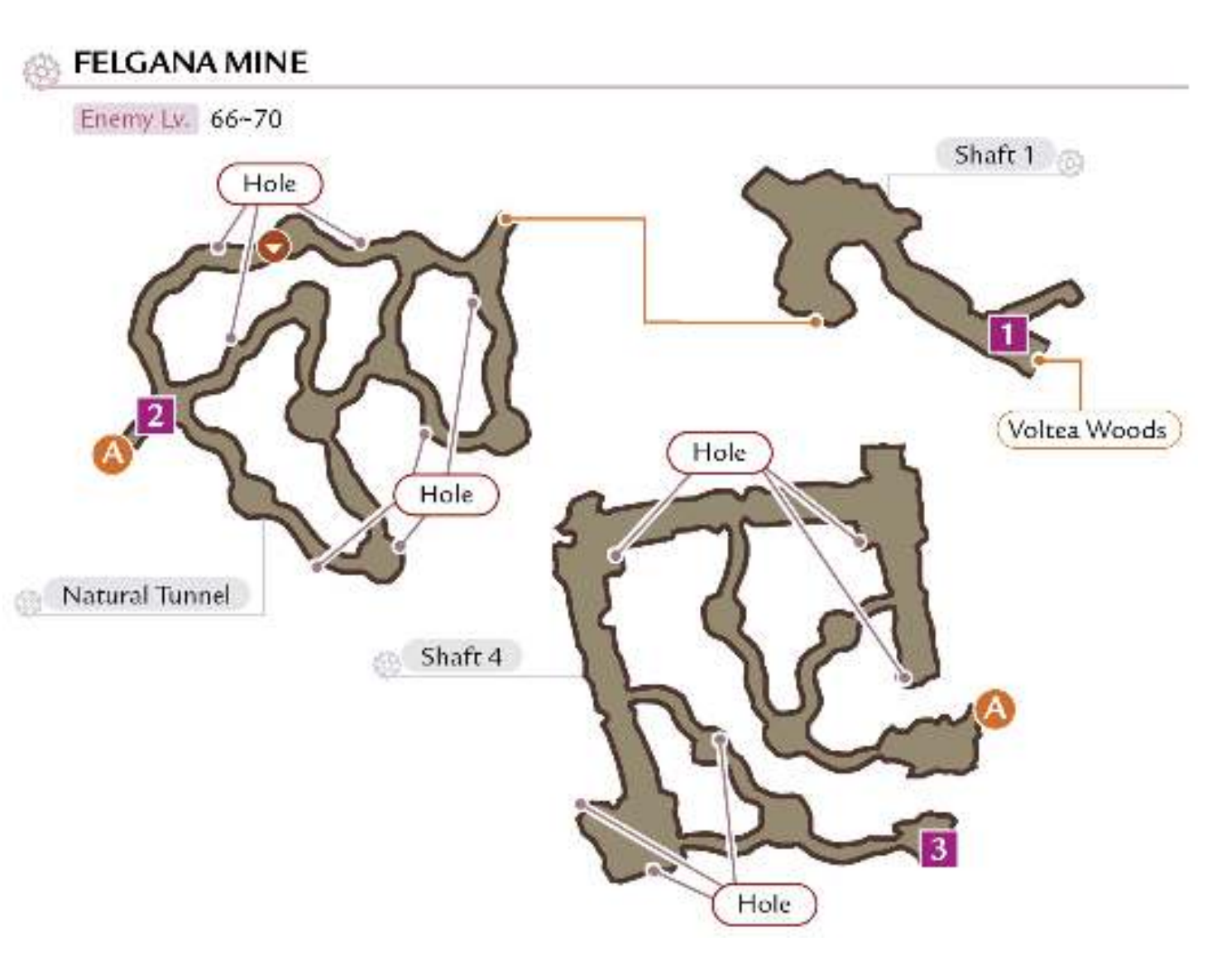
Episode 3: The Union Army Marches On

Time

After completing Chapter 14 (must complete Muzét Episode 2)

Location

Leronde—Main Street


FELGANA MINE
Enemy Lv. 66–70
Hole
Shaft 1
1
Voltea Woods
2
Hole
Natural Tunnel
Hole
Shaft 4
3
Hole

DIALOGUE FLOWCHART

Leronde—Main Street

1 Felgana Mine—Shaft 1

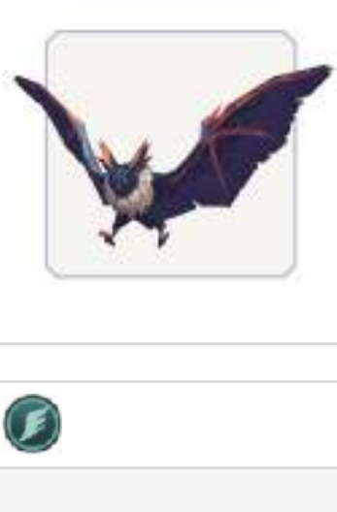
2 Felgana Mine—Shaft 4

3 Felgana Mine—Monster Nest

4 Leronde—Main Street

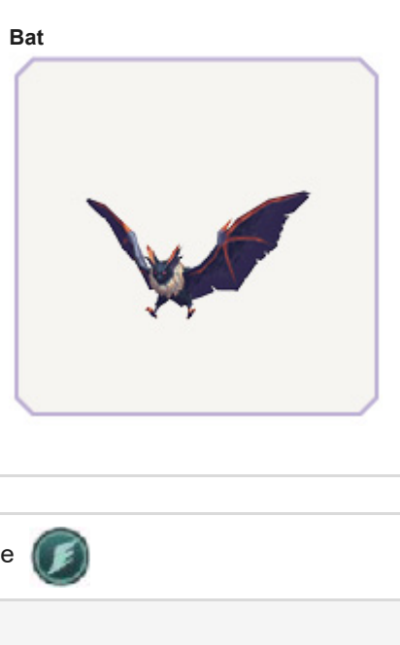
Enemies

Giant Bat



Type	
HP	72186
Weak	
Strong	

Bat

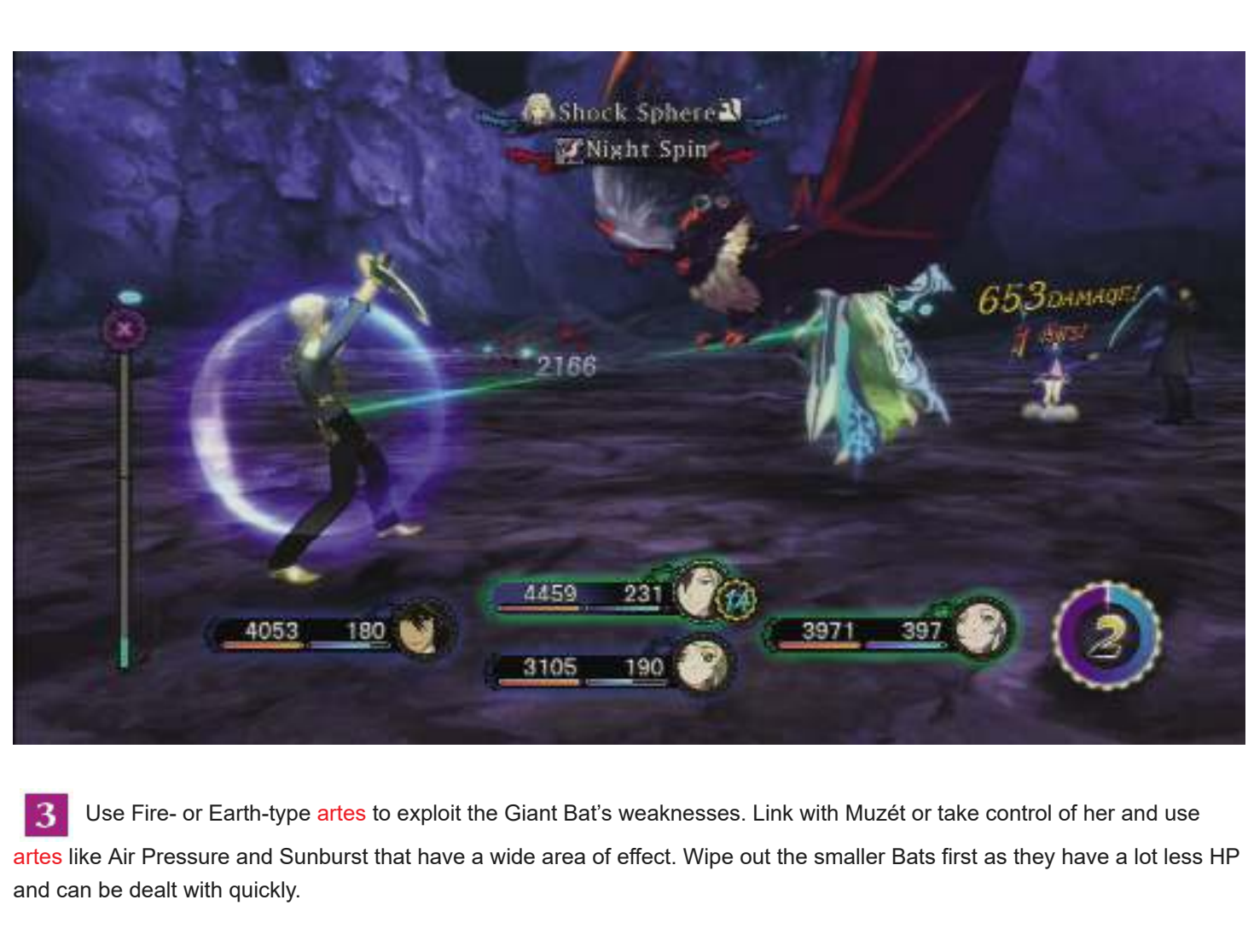


Type	
HP	1560
Weak	
Strong	

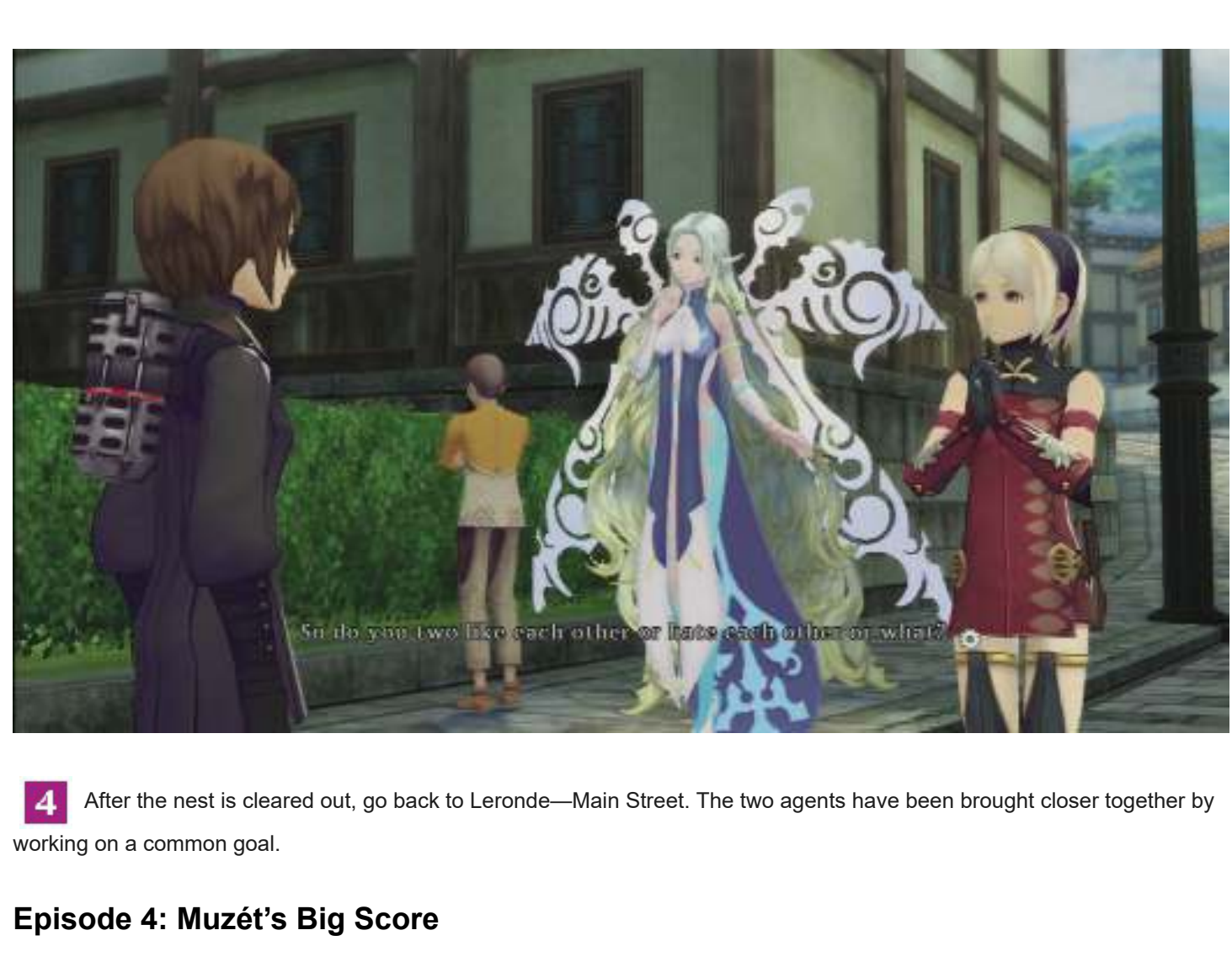
Working Together

Muzét is in Leronde, and when you speak to her, a group of people approach with an urgent mission from HQ about monsters in Felgana Mine. Two other agents join your monster extermination mission.

1 2 Use the World Map to go to Felgana Mine and battle your way to Shaft 4. Continue your journey to the south-most section to enter the Monster Nest.



3 Use Fire- or Earth-type artes to exploit the Giant Bat's weaknesses. Link with Muzét or take control of her and use artes like Air Pressure and Sunburst that have a wide area of effect. Wipe out the smaller Bats first as they have a lot less HP and can be dealt with quickly.


So do you two like each other or hate each other or what?

4 After the nest is cleared out, go back to Leronde—Main Street. The two agents have been brought closer together by working on a common goal.

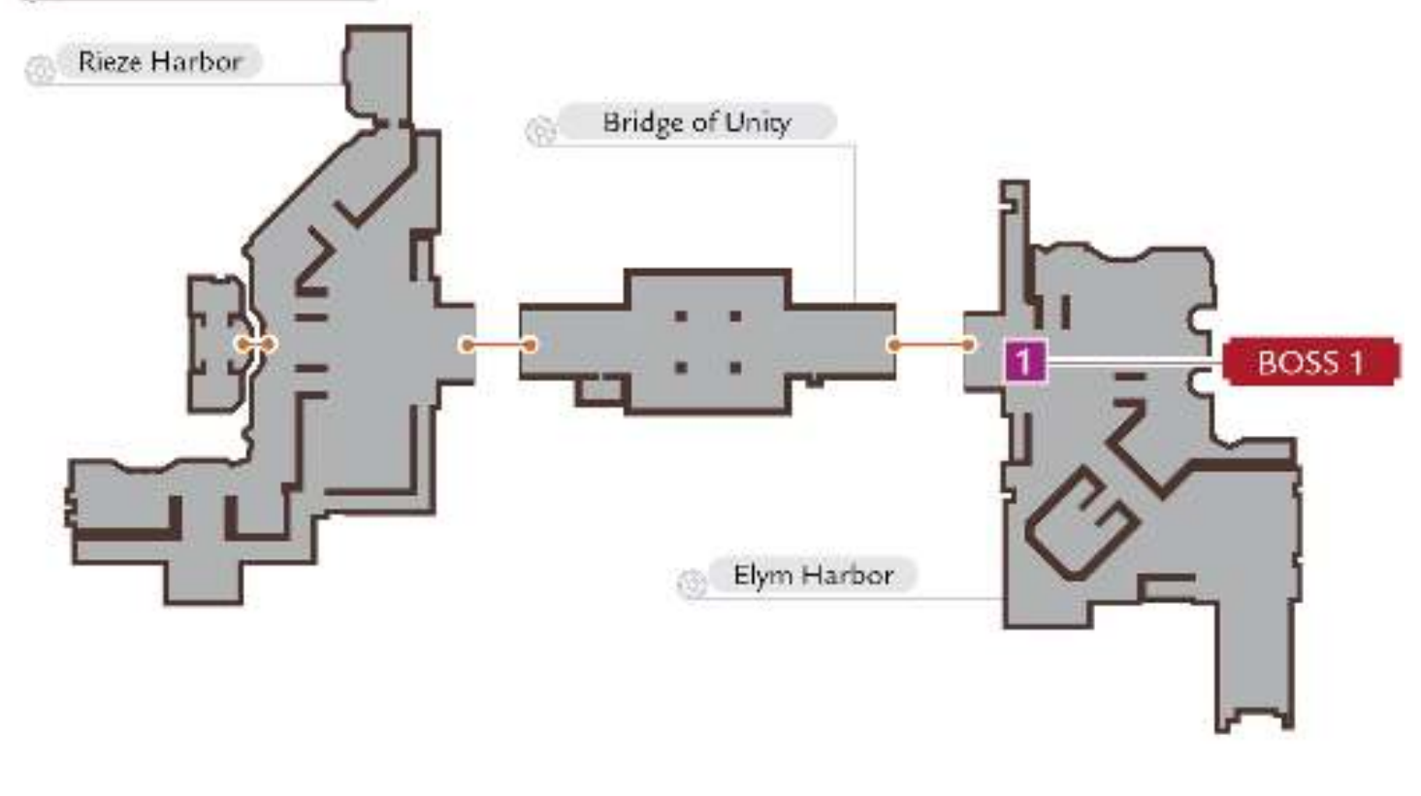
Episode 4: Muzét's Big Score

Time

After Chapter 15

Location

Marksburg—Rieze Harbor


MARKSBURG
Rieze Harbor
Bridge of Unity
1
BOSS 1
Elym Harbor

DIALOGUE FLOWCHART

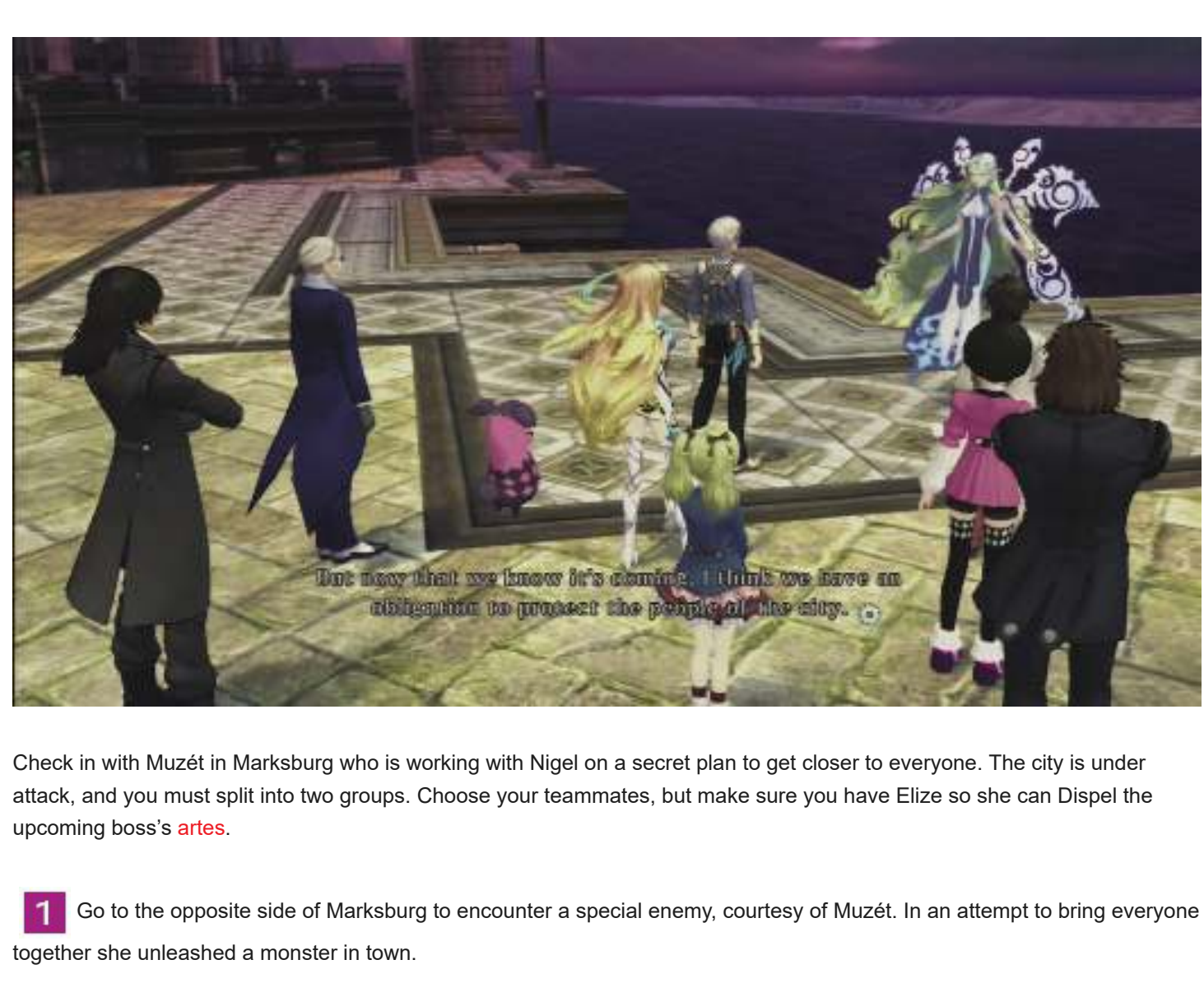
Marksburg—Rieze Harbor

L1: — / R1: Muzét affinity +600

1 Marksburg—Elym Harbor

L1: Muzét affinity +800 / R1: —

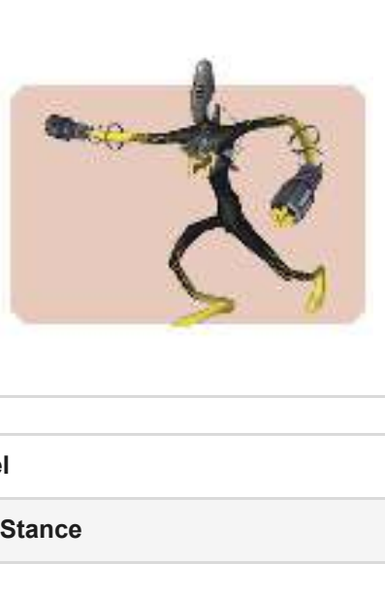
Friends Through Combat


But now that we know it's coming, I think we have an obligation to protect the people of the city.

Check in with Muzét in Marksburg who is working with Nigel on a secret plan to get closer to everyone. The city is under attack, and you must split into two groups. Choose your teammates, but make sure you have Elize so she can Dispel the upcoming boss's artes.

1 Go to the opposite side of Marksburg to encounter a special enemy, courtesy of Muzét. In an attempt to bring everyone together she unleashed a monster in town.

BOSS Gentledroid

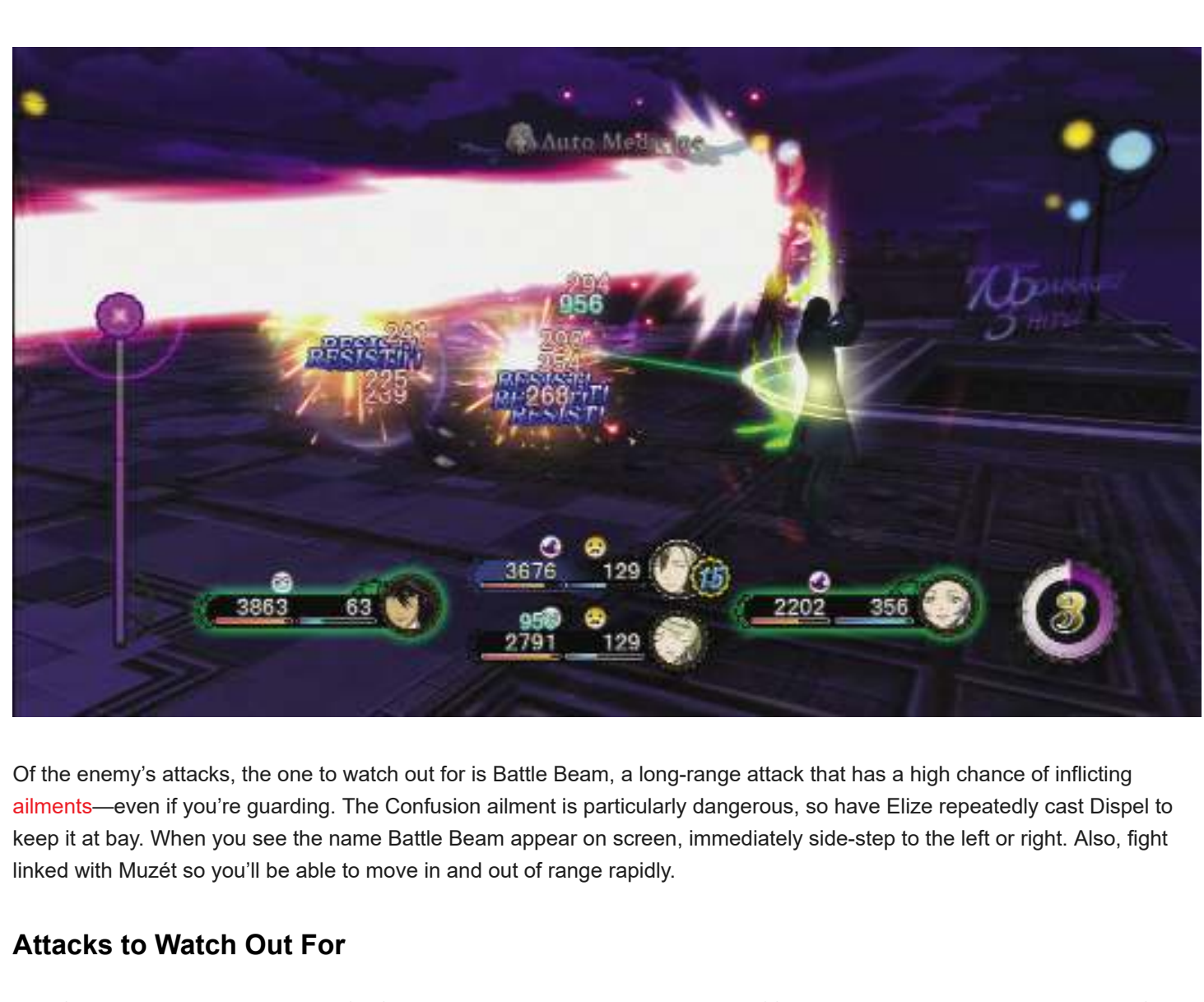


Level	68–76
Iron Stance	200
HP	218601–241713
Weak	—
Strong	

Drop	Bizarre Clump (100%)
Steal	—

Aim for Criticals by Attacking the Head

This battle is all about attacking the head, as that is the boss's weak point. It's easy to hit with artes like Ludger's Crimson Fury and Gaius's Pale Ghost, but the boss's Iron Stance regrows quickly, so keep your combos short.

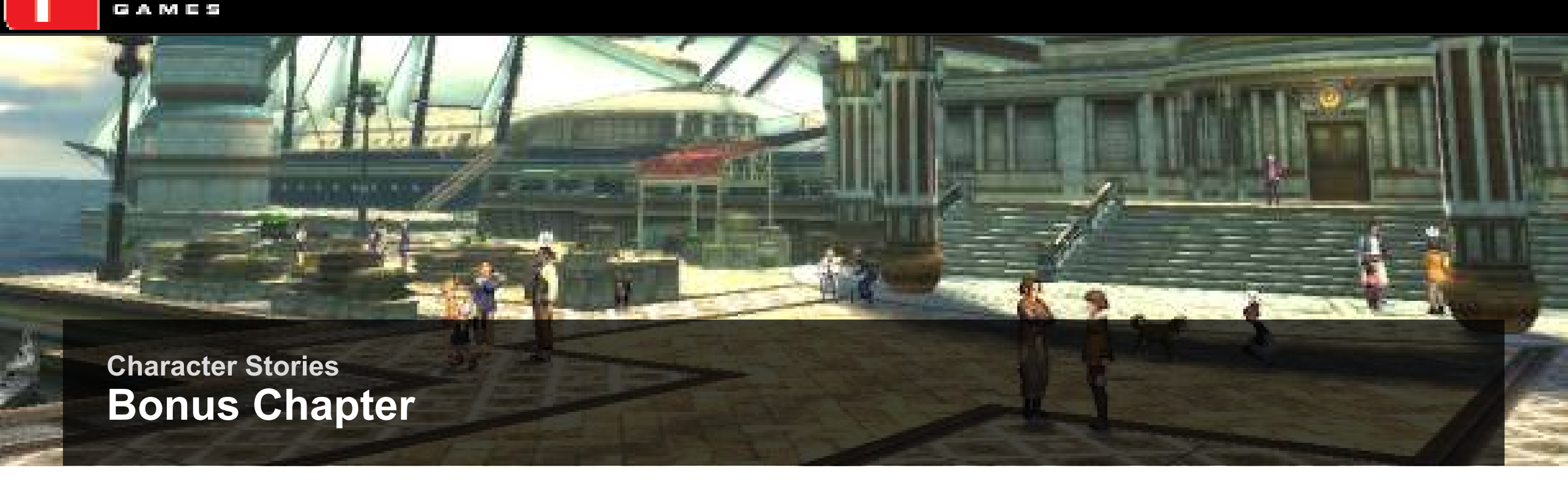


Of the enemy's attacks, the one to watch out for is Battle Beam, a long-range attack that has a high chance of inflicting ailments—even if you're guarding. The Confusion ailment is particularly dangerous, so have Elize repeatedly cast Dispel to keep it at bay. When you see the name Battle Beam appear on screen, immediately side-step to the left or right. Also, fight linked with Muzét so you'll be able to move in and out of range rapidly.

Attacks to Watch Out For

Rockfall Roar: Numerous boulders fall from above. When you hear the sound of falling rocks, immediately back-step or free run to evade.

Punch Attack: This is a dangerous attack with high power, long range, and the ability to stun its targets. Side-step to the left or right to avoid getting hit.



Character Stories

Bonus Chapter

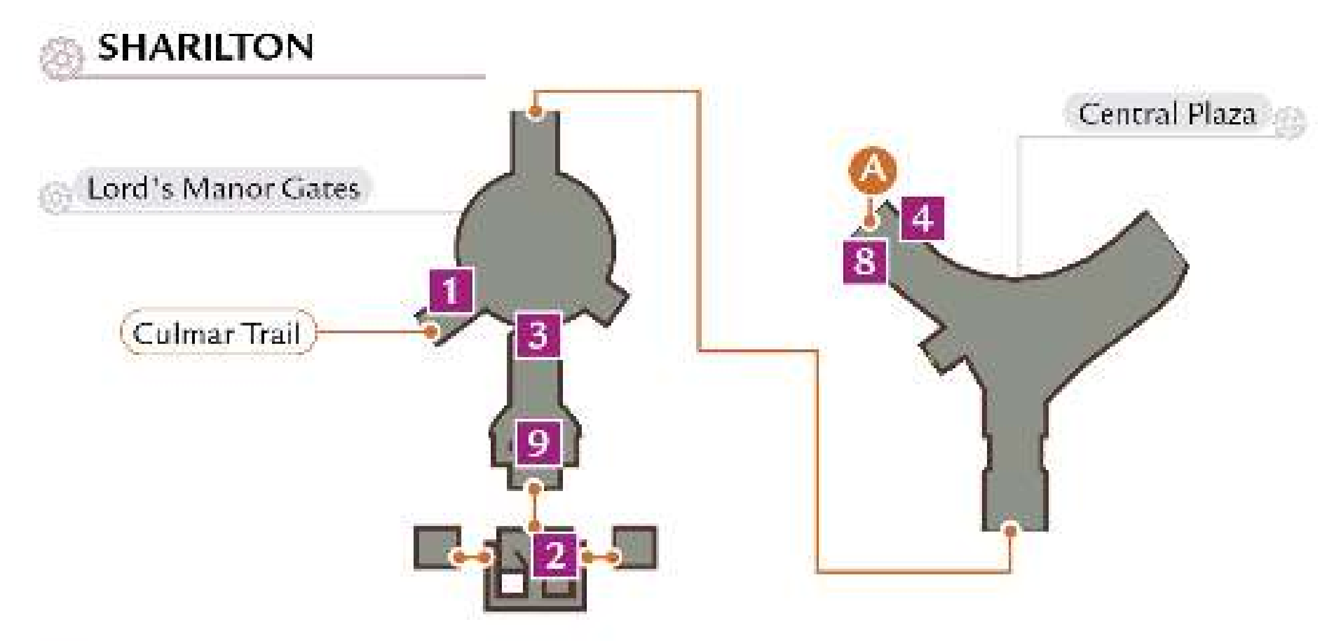
Bonus Chapter: The Meaning of Trust

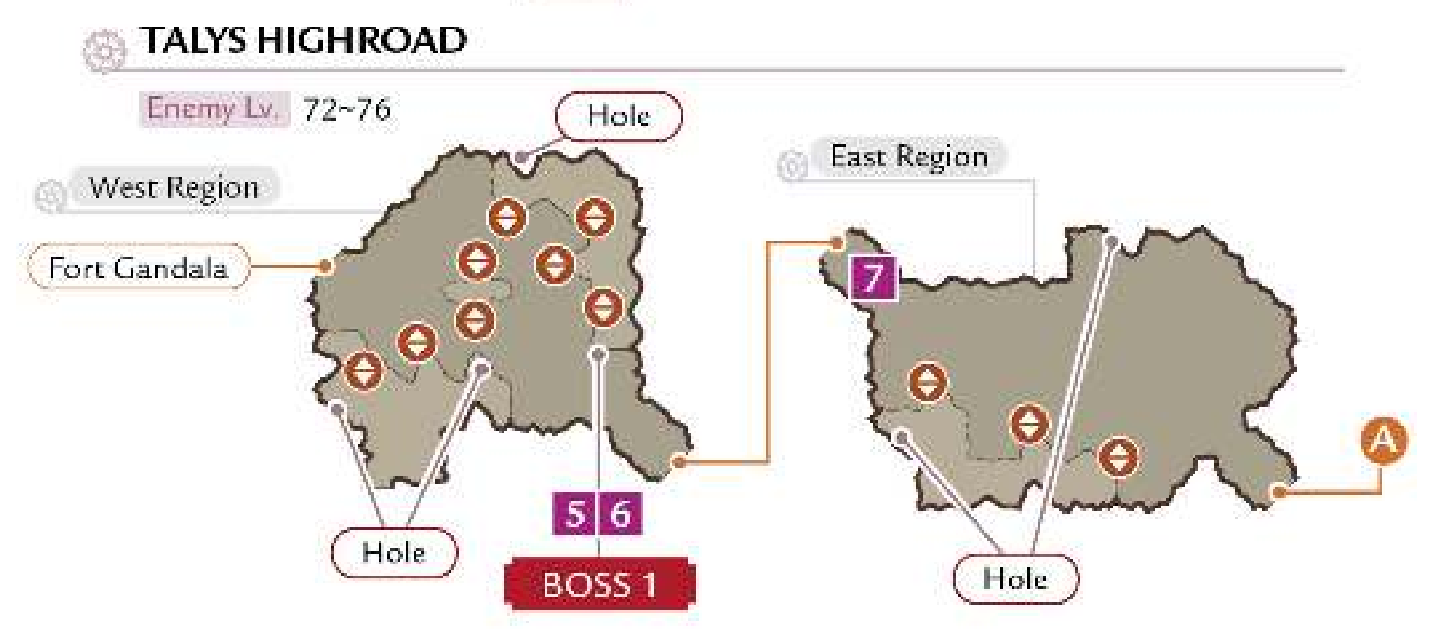
Time

After entering the Land of Canaan (must complete all episodes for Milla and Jude, plus Alvin Episode 1)

Location

Marksburg—Rieze Harbor





DIALOGUE FLOWCHART

Marksburg—Rieze Harbor

L1: — / R1: —

L1: Rowen affinity +300, Gaius affinity +400 / R1: —

1 Sharilton—Lord's Manor

2 Sharilton—Lord's Manor

L1: — / R1: Rowen affinity +300, Gaius affinity +400

3 Sharilton—Lord's Manor Gates

4 Talys Highroad

5 Talys Highroad West Region Boss—Elemental Golem

L1: Jude affinity +250 / R1: —

6 Boss–Elemental Golem Round 2

L1: Jude affinity +250, Milla affinity +250 / R1: —

7 Talys Highroad

8 Sharilton—Central Plaza

9 Sharilton—Lord's Manor

L1: Gaius affinity +400, Milla affinity +250, Muzét affinity +600 / R1: —

War Machines Gone Wild

Talk to Ivar in Marksburg to begin the Bonus Chapter. Rowen receives a call about menacing golems heading towards Sharilton. The group splits up with your team's task being to go to Sharilton to warn Driselle.

Bonus Chapter

1 **2** Use the World Map to warp to Sharilton and go south to Lord's Manor to speak to Driselle. Rowen, the perpetual tactician, comes up with a plan to defeat the golems, and it's time to prepare for battle.

Lady Milla is going up against a multi-elemental golem?!

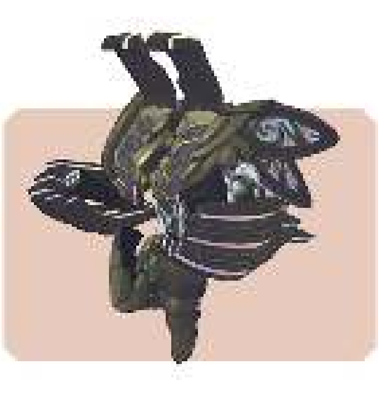
3 **4** Leave the Lord's Manor and Ivar will call Jude to mention something interesting he found in Nia Khera Hallowmont. Make your way to the exit towards Talys Highroad.

Note

Before you tackle the golems, make sure to upgrade your gear and buy healing items.

5 Go to the Talys Highroad West Region to confront the machines.

BOSS Elemental Golem



Level	74–78
Iron Stance	600
HP	294735–309171
Weak	Varies
Strong	Varies

Drop	Elemental (100%)
Steal	—

You Must Use the Artes Jude and Milla Learn

Flare Bomb
POWER HIT!
POWER HIT!
POWER HIT!

The first battle is against the Elemental Golem at point 5. It will change its weaknesses and resistance from among Fire, Water, Wind, and Earth. Rowen and Milla can use elemental artes from a safe distance to attack, while Ludger and Jude tie up the foe in close combat.

When you reduce the foe to half its HP, an event occurs in which one more golem appears. After this, the golems become resistant to all elements, and the only way to do damage is to hit them with an simultaneous attack of four elemental types: Fire, Water, Earth, and Wind.

Using a Great Spirit fossil, Jude can now use a new arte called Maxwell, and Milla can use Elemental Shot. These special attacks use all four elements and are the only way to attack the golems when they are resistant to all types (indicated by the rainbow-colored stripes). Make sure to equip this arte and manually control either teammate to deliver the attack personally. When the attack connects, the golems will temporarily acquire weaknesses to all elements! By using these two artes, first finish off the half-dead golem from the first fight, then turn your attention to the new arrival. Remember to refill the TP for Jude or Milla so they can deliver their special four elemental artes.

Note

You won't be able to deal any damage while the boss is resistant to all damage types.

Attacks to Watch Out For

RESIST!
225
RESIST!

Spin Attack: The golem spreads out both arms and spins in place. This attack has a high chance of inflicting stuns, so evade it with an immediate quick-step.

Rock Punch: The boss punches both hands into the ground and fires a rock punch made of stone. The range is long, so guard against it.

Spirits are more like humans than we think. I bet each spirit requires its own "proof" to gain its trust.

7 **8** **9** Leave Talys Highroad and head back to Sharilton Lord's Manor. Driselle is overjoyed that everyone made it back safely and Jude has made a critical breakthrough in his research.

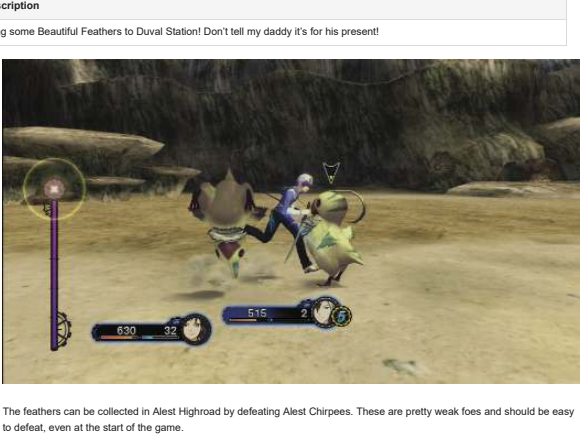
Side Quests

Event Quests

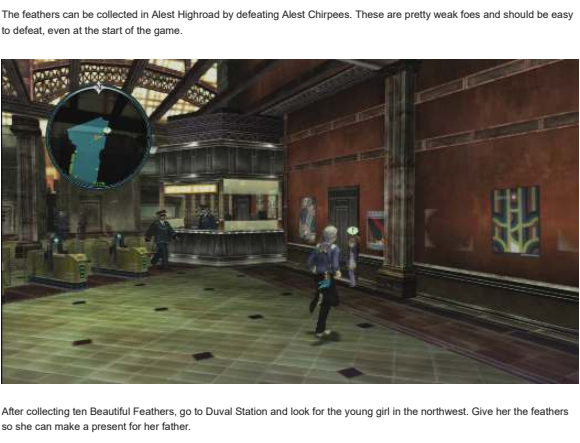
The Girl's Gift

AVAILABILITY End of Chapter 2 until Debt Repayment Interval 11-12

Client	Party	Item/Task
Girl	Ludger, Jude	Deliver 10 Beautiful Feathers
Location	**Reward**	
Duval Station	900 gald, 288 Points, Elle's Cap	
Description		
Bring some Beautiful Feathers to Duval Station! Don't tell my daddy it's for his present!		



The feathers can be collected in Alest Highroad by defeating Alest Chirpees. These are pretty weak foes and should be easy to defeat, even at the start of the game.

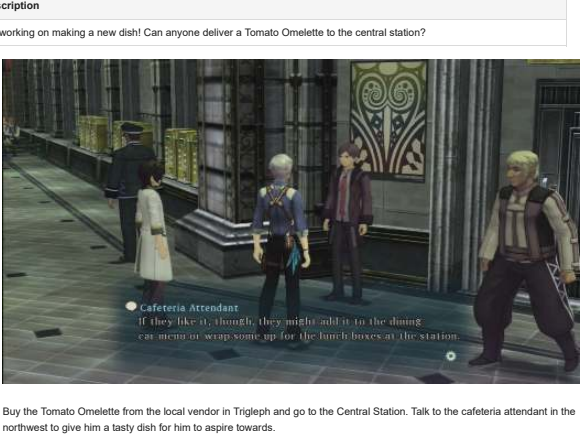


After collecting ten Beautiful Feathers, go to Duval Station and look for the young girl in the northwest. Give her the feathers so she can make a present for her father.

What Could Have Been

AVAILABILITY After Chapter 3

Client	Party	Item/Task
Station Diner Employee	Ludger, Jude	Deliver Tomato Omelette (Small)
Location	**Reward**	
Trigleph Central Station	1100 gald, 352 Points, Minestrone (Small)	
Description		
I'm working on making a new dish! Can anyone deliver a Tomato Omelette to the central station?		



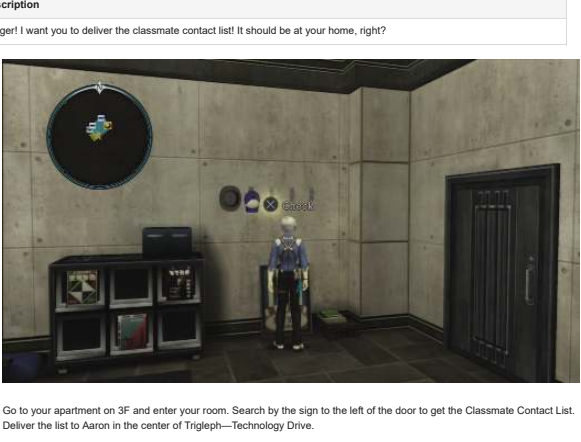
Cafeteria Attendant
If they like it, though, they might add it to the dining car menu or wrap some up for the lunch boxes at the station.

Buy the Tomato Omelette from the local vendor in Trigleph and go to the Central Station. Talk to the cafeteria attendant in the northwest to give him a tasty dish for him to aspire towards.

The Debt—Part 1

AVAILABILITY After Chapter 5

Client	Party	Item/Task
Nova	Ludger	Classmate Contact List
Location	**Reward**	
Trigleph—Technology Drive	1000 gald, 320 Points, Heal Bangle	
Description		
Ludger! I want you to deliver the classmate contact list! It should be at your home, right?		

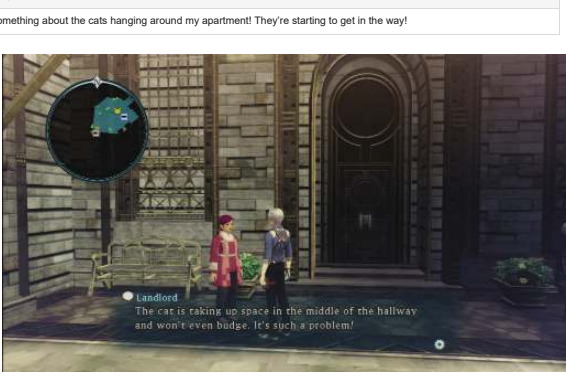


Go to your apartment on 3F and enter your room. Search by the sign to the left of the door to get the Classmate Contact List. Deliver the list to Aaron in the center of Trigleph—Technology Drive.

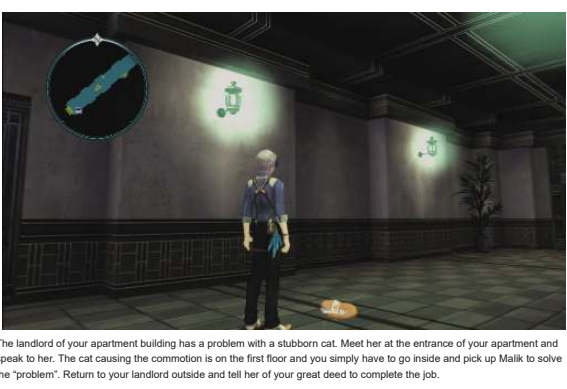
The Days of Our Lives

AVAILABILITY After Chapter 5

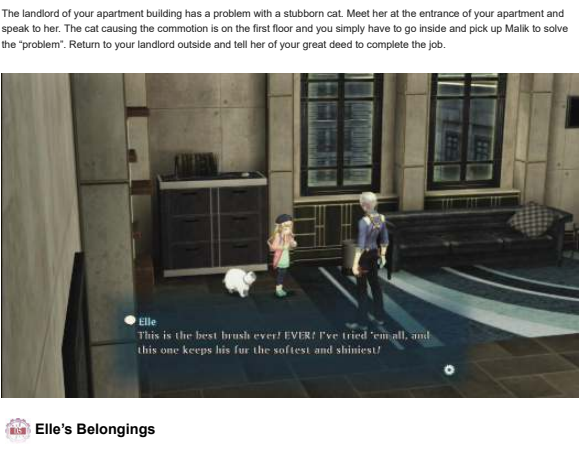
Client	Party	Item/Task
Landlord	Ludger	Get rid of the cats!
Location	**Reward**	
Trigleph—Residential Quarter	1500 gald, 480 Points, Mind Ring	
Description		
Do something about the cats hanging around my apartment! They're starting to get in the way!		



Landlord
The cat is taking up space in the middle of the hallway and won't even budge. It's such a problem!



The landlord of your apartment building has a problem with a stubborn cat. Meet her at the entrance of your apartment and speak to her. The cat causing the commotion is on the first floor and you simply have to go inside and pick up Malik to solve the "problem". Return to your landlord outside and tell her of your great deed to complete the job.



Elle
This is the best brush ever! EVER! I've tried 'em all, and this one keeps his fur the softest and shiniest!

Elle's Belongings

AVAILABILITY End of Chapter 6 until Debt Repayment Interval 12-13

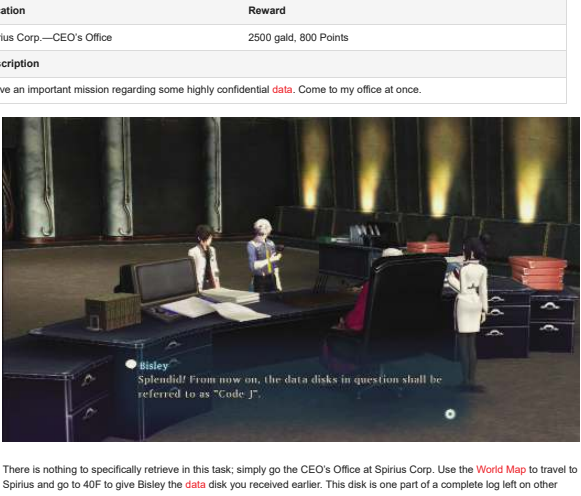
Client	Party	Item/Task
Elle	Ludger	Elle's Job Report
Location	**Reward**	
Trigleph—Ludger's House	800 gald, 256 Points, Item Sphere Plus	
Description		
I forgot something at your place, Ludger! It's super important! We have to go back and get it!		

Meet Elle in your apartment on 3F to automatically find her super important item, Rollo's brush! Apparently it is the best brush in the world and Rollo needs to stay clean trouncing all over the world. Collect the job report from Elle and report the task to get the very useful reward, the Item Sphere Plus, which allows your teammates more options using items on the battlefield. This is probably the biggest reward for the shortest task you will encounter.

Traces of Kinship—Part 1

AVAILABILITY End of Chapter 7 until Debt Repayment Interval 12-13

Client	Party	Item/Task
Bisley	Ludger, Jude	Mission Report 1
Location	**Reward**	
Spirius Corp.—CEO's Office	2500 gald, 800 Points	
Description		
I have an important mission regarding some highly confidential data. Come to my office at once.		



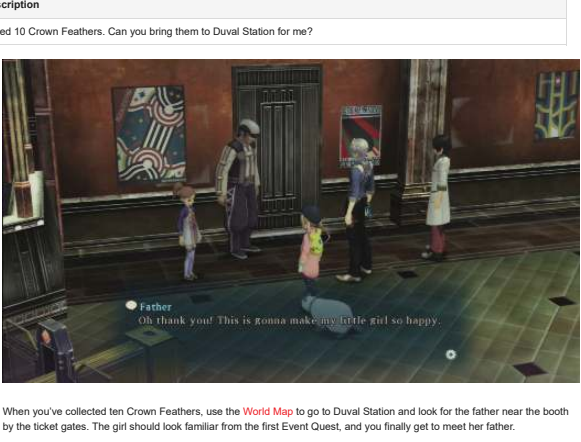
Bisley
Splendid! From now on, the data disks in question shall be referred to as "Code J".

There is nothing to specifically retrieve in this task; simply go the CEO's Office at Spirius Corp. Use the World Map to travel to Spirius and go to 40F to give Bisley the data disk you received earlier. This disk is one part of a complete log left on other scattered disks. This event starts a new mission to collect the rest of the data disks under secret name Code-J.

The Father's Gift

AVAILABILITY End of Chapter 7 until Debt Repayment Interval 11-12 / Complete Event Quest 01: The Girl's Gift

Client	Party	Item/Task
Father	Ludger, Jude	Crown Feather x10
Location	**Reward**	
Duval Station	2500 gald, 800 Points, Elle's Backpack	
Description		
I need 10 Crown Feathers. Can you bring them to Duval Station for me?		



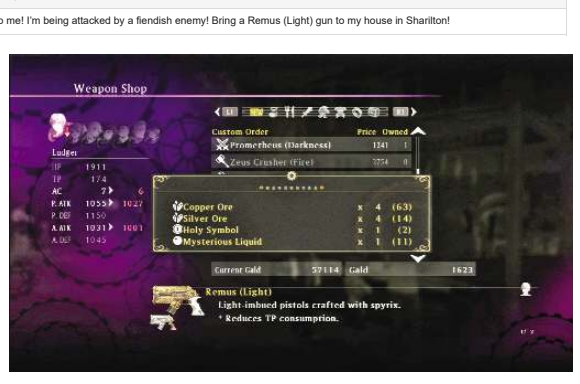
Father
Oh thank you! This is gonna make my little girl so happy.

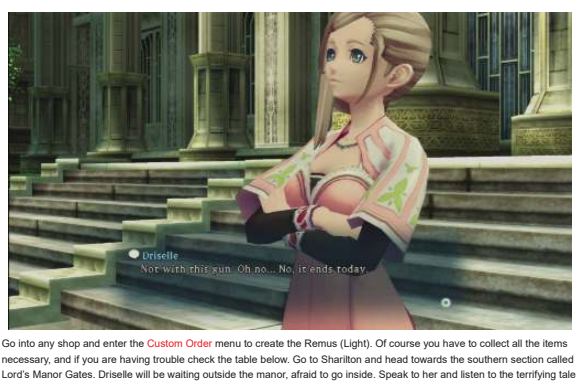
When you've collected ten Crown Feathers, use the World Map to go to Duval Station and look for the father near the booth by the ticket gates. The girl should look familiar from the first Event Quest, and you finally get to meet her father.

Driselle's Crisis

AVAILABILITY End of Chapter 7

Client	Party	Item/Task
Driselle	Ludger, Elize, Rowen	Remus (Light)
Location	**Reward**	
Sharilton—Lord's Manor Gates	2600 gald, 832 Points, Sync Stone	
Description		
Help me! I'm being attacked by a fiendish enemy! Bring a Remus (Light) gun to my house in Sharilton!		





Driselle
Not with this sun. Oh no... No, it ends today.

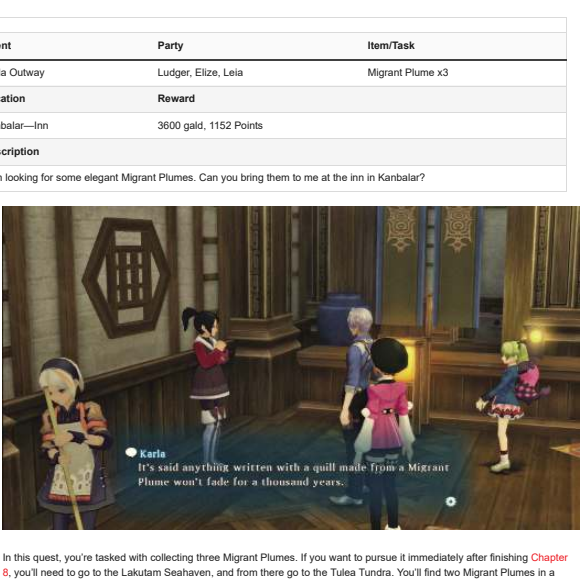
Go into any shop and enter the Custom Order menu to create the Remus (Light). Of course you have to collect all the items necessary, and if you are having trouble check the table below. Go to Sharilton and head towards the southern section called Lord's Manor Gates. Driselle will be waiting outside the manor, afraid to go inside. Speak to her and listen to the terrifying tale of the creatures inside. The party will automatically help her deal with the situation, and you can chalk up another win with very little effort.

Item	Where to Get
Silver Ore x4, Copper Ore x4	Nia Khera Hallowmont
Mysterious Liquid x1	Xagut Floodmeadow
Holy Symbol x1	Sharilton

Karla's State of Affairs

AVAILABILITY End of Chapter 8

Client	Party	Item/Task
Karla Outway	Ludger, Elize, Leia	Migrant Plume x3
Location	**Reward**	
Kanbalar—Inn	3600 gald, 1152 Points	
Description		
I am looking for some elegant Migrant Plumes. Can you bring them to me at the inn in Kanbalar?		



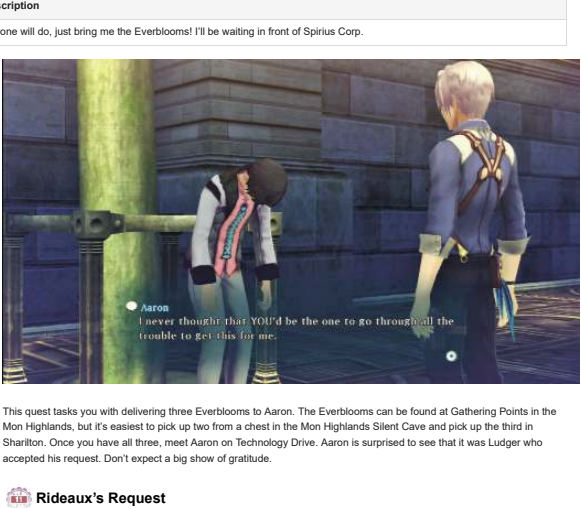
Karla
It's said anything written with a quill made from a Migrant Plume won't fade for a thousand years.

In this quest, you're tasked with collecting three Migrant Plumes. If you want to pursue it immediately after finishing Chapter 8, you'll need to go to the Lakutam Seahaven, and from there go to the Tulea Tundra. You'll find two Migrant Plumes in a chest in the Tulea Tundra—South Region, and can pick up a third by battling the Crystal Beak and Penguinist enemies in the same region. Complete the quest by taking them to the lobby of the Kanbalar Inn, where you can hand them over to your client.

The Debt—Part 2

AVAILABILITY End of Chapter 9 / Complete Event Quest 03: The Debt—Part 1

Client	Party	Item/Task
Aaron	Ludger	Everbloom x3
Location	**Reward**	
Trigleph—Technology Drive	7000 gald, 2240 Points, Item Sphere Plus	
Description		
Anyone will do, just bring me the Everblooms! I'll be waiting in front of Spirius Corp.		



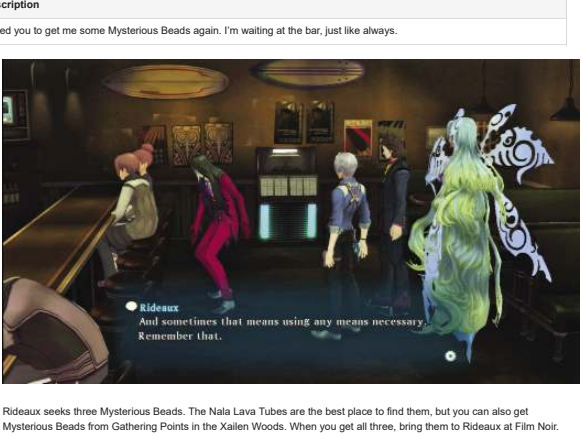
Aaron
I never thought that YOU'D be the one to go through all the trouble to get this for me.

This quest tasks you with delivering three Everblooms to Aaron. The Everblooms can be found at Gathering Points in the Mon Highlands, but it's easiest to pick up two from a chest in the Mon Highlands Silent Cave and pick up the third in Sharilton. Once you have all three, meet Aaron on Technology Drive. Aaron is surprised to see that it was Ludger who accepted his request. Don't expect a big show of gratitude.

Rideaux's Request

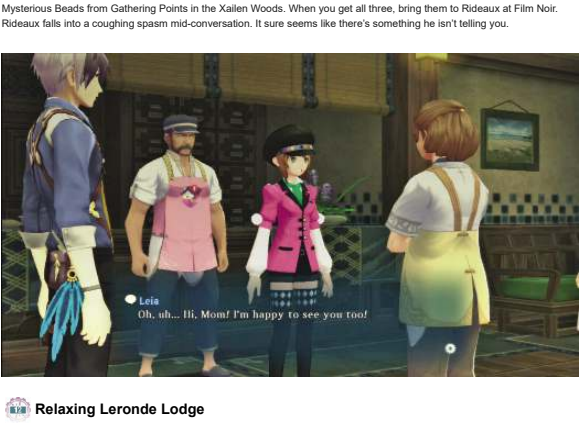
AVAILABILITY End of Chapter 9 until Debt Repayment Interval 13-14

Client	Party	Item/Task
Rideaux	Ludger, Alvin, Muzét	Mysterious Bead x3
Location	**Reward**	
Duval - Bar "Film Noir"	7800 gald, 2496 Points, Rideaux's Shades	
Description		
I need you to get me some Mysterious Beads again. I'm waiting at the bar, just like always.		



Rideaux
And sometimes that means using any means necessary. Remember that.

Rideaux seeks three Mysterious Beads. The Nala Lava Tubes are the best place to find them, but you can also get Mysterious Beads from Gathering Points in the Xailen Woods. When you get all three, bring them to Rideaux at Film Noir. Rideaux falls into a coughing spasm mid-conversation. It sure seems like there's something he isn't telling you.



Leia
Oh, uh... Hi, Mom! I'm happy to see you too!

Relaxing Leronde Lodge

AVAILABILITY End of Chapter 9

Client	Party	Item/Task
Sonia	Ludger, Jude, Leia, Gaius	Come at once!
Location	**Reward**	
Leronde—Leronde Lodge	3800 gald, 1216 Points	
Description		
Leia, come home at once! You are in BIG trouble! Do it now and you can get off with just a lecture!		

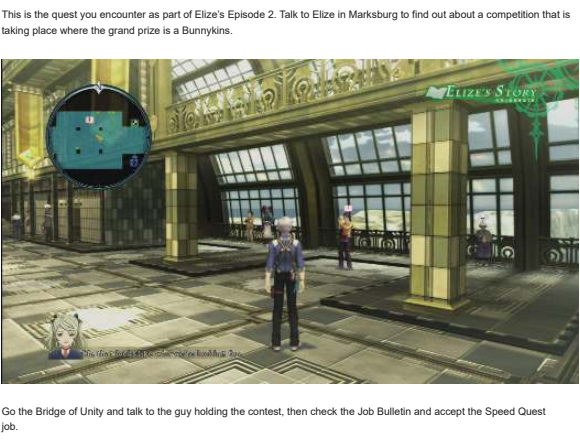
Completing this quest is as simple as entering the lobby of the Leronde Lodge. Leia's mom is furious that her daughter hasn't responded to her letters and Leia is going to hear about it. After the lecture you'll receive the Mr. Frog attachment.

Speed Quest

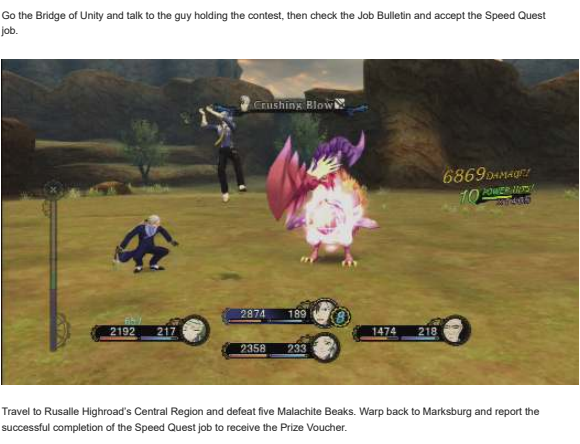
AVAILABILITY Elize Episode 2

Client	Party	Item/Task
Speed Quest Promoter	—	Malachite Beak x5
Location	**Reward**	
Rusalle Highroad	5000 gald, 1600 Points, Prize Voucher	
Description		
Please defeat the menace on Rusalle Highroad. Once you've beaten it, come get your voucher and then come back to the job board!		

This is the quest you encounter as part of Elize's Episode 2. Talk to Elize in Marksburg to find out about a competition that is taking place where the grand prize is a Bunnykins.



Go the Bridge of Unity and talk to the guy holding the contest, then check the Job Bulletin and accept the Speed Quest job.



Travel to Rusalle Highroad's Central Region and defeat five Malachite Beaks. Warp back to Marksburg and report the successful completion of the Speed Quest job to receive the Prize Voucher.

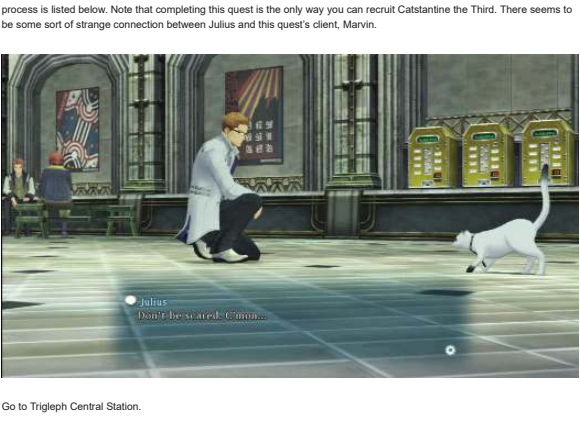
Run back to the Bridge of Unity and show the man the prize ticket to win the grand prize... a Bunnykins?

Meeting with Julius

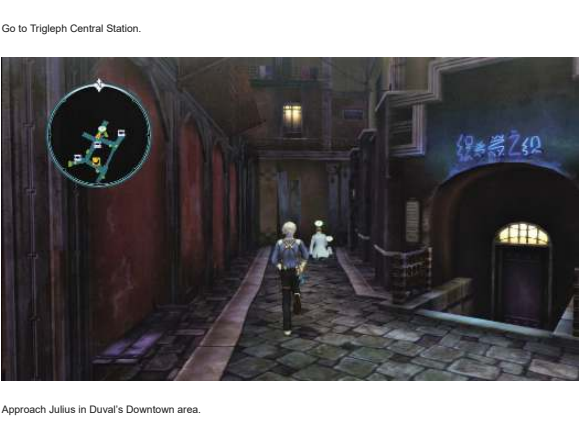
AVAILABILITY End of Chapter 9

Client	Party	Item/Task
Marvin	Ludger, Alvin, Leia	Catstantine the Third
Location	**Reward**	
Trigleph—Central Station	2400 gald, 768 Points, Hairpin	
Description		
My beloved cat, Catstantine the Third, has run off to Trigleph Station. Catch him for me!		

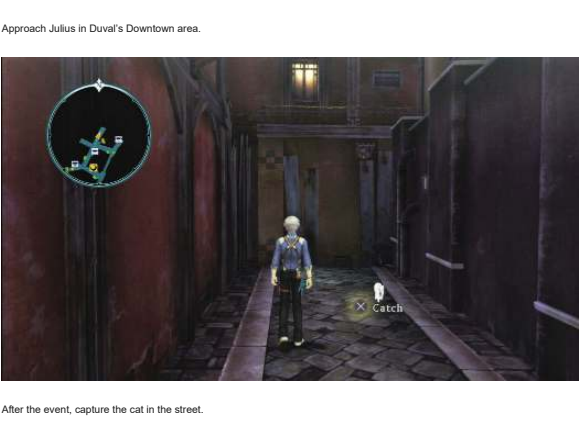
To complete this seemingly simple hunt for a runaway cat, you'll need to travel to a wide variety of locations. The exact process is listed below. Note that completing this quest is the only way you can recruit Catstantine the Third. There seems to be some sort of strange connection between Julius and this quest's client, Marvin.



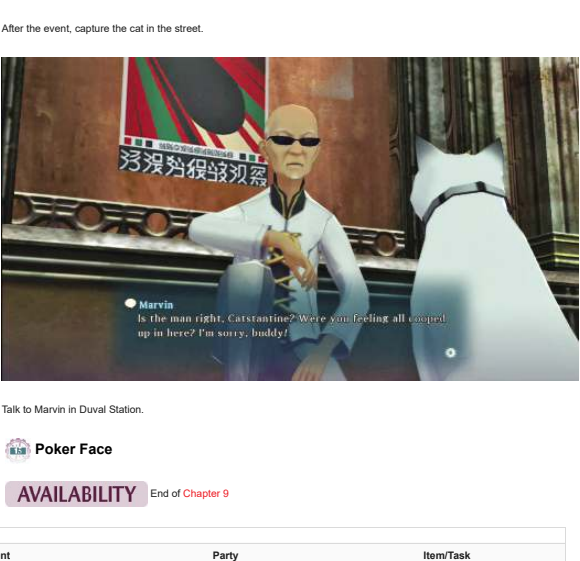
Go to Trigleph Central Station.



Approach Julius in Duval's Downtown area.



After the event, capture the cat in the street.



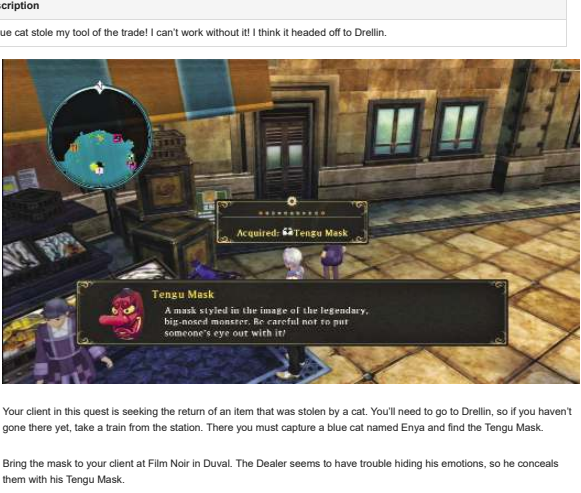
Marvin
Is the man right, Catstantine? Were you feeling all cooped up in here? I'm sorry, buddy!

Talk to Marvin in Duval Station.

Poker Face

AVAILABILITY End of Chapter 9

Client	Party	Item/Task
Dealer	Ludger, Alvin, Muzét	Tengu Mask
Location	**Reward**	
Duval - Bar "Film Noir"	7500 gald, 2400 Points	
Description		
A blue cat stole my tool of the trade! I can't work without it! I think it headed off to Drellin.		



Acquired: Tengu Mask

Tengu Mask
A mask styled in the image of the legendary, big-nosed monster. Be careful not to put someone's eye out with it!

Your client in this quest is seeking the return of an item that was stolen by a cat. You'll need to go to Drellin, so if you haven't gone there yet, take a train from the station. There you must capture a blue cat named Enya and find the Tengu Mask.

Bring the mask to your client at Film Noir in Duval. The Dealer seems to have trouble hiding his emotions, so he conceals them with his Tengu Mask.

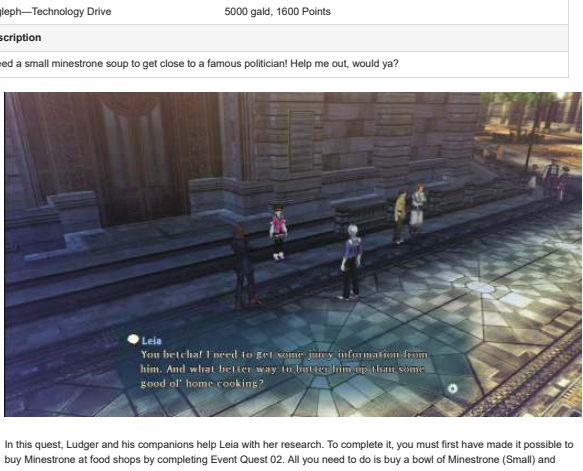
Note

After completing this quest, you'll be able to play Poker at Film Noir.

Leia Report—Part 1

AVAILABILITY End of Chapter 9 / Complete Leia Episode 3

Client	Party	Item/Task
Leia	Ludger, Alvin, Leia	Minestrone (Small)
Location	**Reward**	
Trigleph—Technology Drive	5000 gald, 1600 Points	
Description		
I need a small minestrone soup to get close to a famous politician! Help me out, would ya?		



Leia
You betcha! I need to get some juicy information from him. And what better way to butter him up than some good ol' home cooking?

In this quest, Ludger and his companions help Leia with her research. To complete it, you must first have made it possible to buy Minestrone at food shops by completing Event Quest 02. All you need to do is buy a bowl of Minestrone (Small) and bring it to Leia, who is waiting on Trigleph's Technology Drive. There are three parts to this quest, each of which becomes available as soon as the previous one is completed. If you complete all three quests, it will affect the way Leia's Episode 4 plays out.

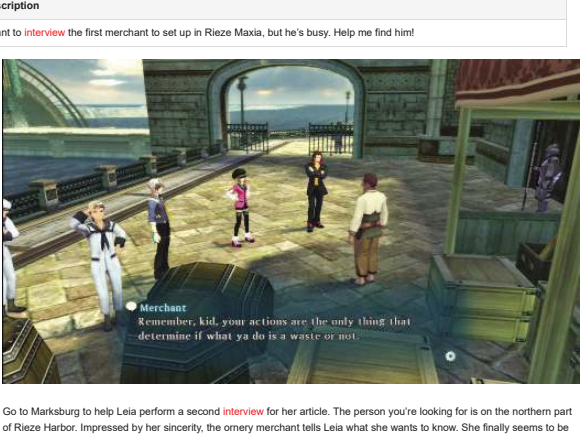
Note

The skit at the end of Leia's Episode 3 is the trigger for this quest.

Leia Report—Part 2

AVAILABILITY End of Chapter 9 / Complete Event Quest 16: Leia Report—Part 1

Client	Party	Item/Task
Leia	Ludger, Alvin, Leia	Find the merchant!
Location	**Reward**	
Marksburg—Rieze Harbor	5000 gald, 1600 Points	
Description		
I want to interview the first merchant to set up in Rieze Maxia, but he's busy. Help me find him!		



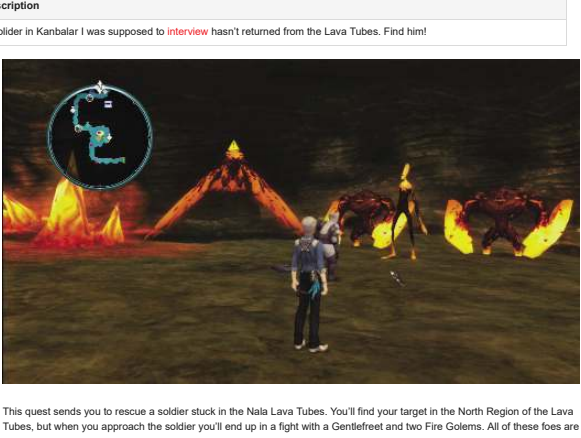
Merchant
Remember, kid, your actions are the only thing that determine if what ya do is a waste or not.

Go to Marksburg to help Leia perform a second interview for her article. The person you're looking for is on the northern part of Rieze Harbor. Impressed by her sincerity, the ornery merchant tells Leia what she wants to know. She finally seems to be getting better at this whole journalism thing.

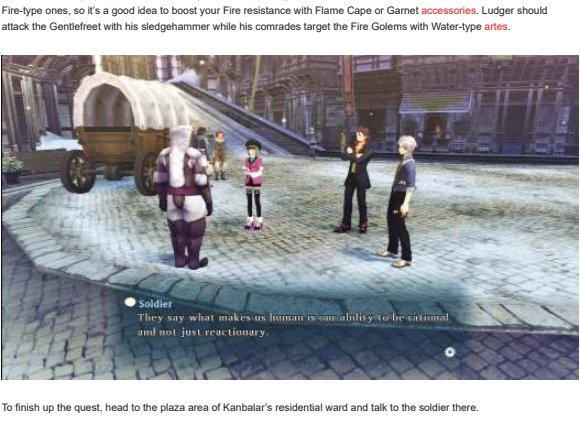
Leia Report—Part 3

AVAILABILITY End of Chapter 9 / Complete Event Quest 17: Leia Report—Part 2

Client	Party	Item/Task
Leia	Ludger, Alvin, Leia	Find the veteran soldier!
Location	**Reward**	
Nala Lava Tubes—North Region	5000 gald, 1600 Points	
Description		
A soldier in Kanbalar I was supposed to interview hasn't returned from the Lava Tubes. Find him!		



This quest sends you to rescue a soldier stuck in the Nala Lava Tubes. You'll find your target in the North Region of the Lava Tubes, but when you approach the soldier you'll end up in a fight with a Gentlefreet and two Fire Golems. All of these foes are Fire-type ones, so it's a good idea to boost your Fire resistance with Flame Cape or Garnet accessories. Ludger should attack the Gentlefreet with his sledgehammer while his comrades target the Fire Golems with Water-type artes.



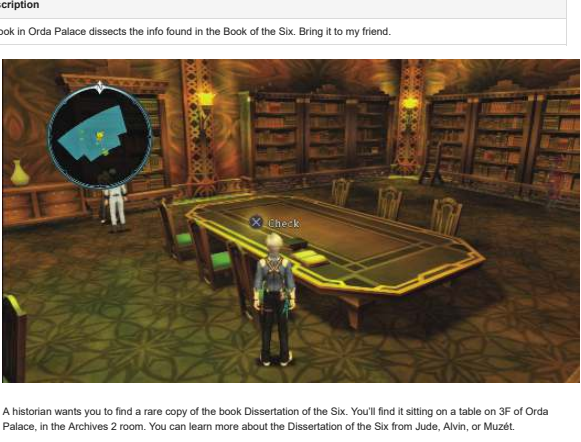
Soldier
They say what makes us human is our ability to be rational and not just reactionary.

To finish up the quest, head to the plaza area of Kanbalar's residential ward and talk to the soldier there.

Dissertation of the Six

AVAILABILITY End of Chapter 10

Client	Party	Item/Task
History Buff	Ludger, Jude, Alvin, Muzét	Find the Dissertation!
Location	**Reward**	
Orda Palace—Archives 2	8200 gald, 2624 Points, Skill Tome: "True Awakening" LU	
Description		
A book in Orda Palace dissects the info found in the Book of the Six. Bring it to my friend.		

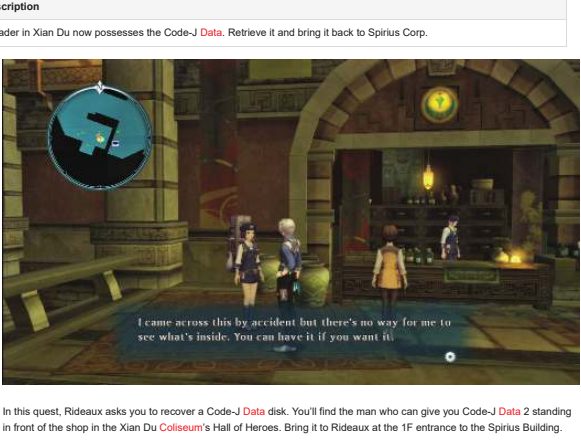


A historian wants you to find a rare copy of the book Dissertation of the Six. You'll find it sitting on a table on 3F of Orda Palace, in the Archives 2 room. You can learn more about the Dissertation of the Six from Jude, Alvin, or Muzét.

Traces of Kinship—Part 2

AVAILABILITY End of Chapter 10 until Debt Repayment Interval 12-13 / Complete Event Quest 06: Traces of Kinship—Part 1

Client	Party	Item/Task
Rideaux	Ludger, Jude	Code-J Data 2
Location	**Reward**	
Spirius Corp.—Entrance	7600 gald, 2432 Points	
Description		
A trader in Xian Du now possesses the Code-J Data. Retrieve it and bring it back to Spirius Corp.		



I came across this by accident but there's no way for me to see what's inside. You can have it if you want it.

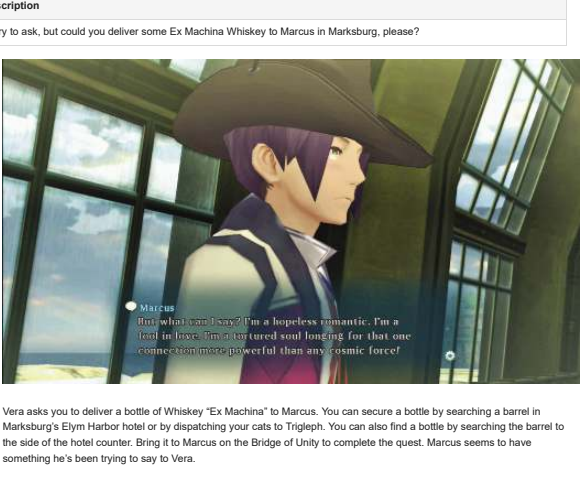
In this quest, Rideaux asks you to recover a Code-J Data disk. You'll find the man who can give you Code-J Data 2 standing in front of the shop in the Xian Du Coliseum's Hall of Heroes. Bring it to Rideaux at the 1F entrance to the Spirius Building.

The Code-J Data 2 contains data about Julius's true motivations, but you will need all three to get the entire story.

From Vera with Sympathy

AVAILABILITY End of Chapter 11

Client	Party	Item/Task
Vera	Ludger, Jude, Alvin	Whiskey "Ex Machina"
Location	**Reward**	
Marksburg—Bridge of Unity	7000 gald, 2240 Points, Ten Gallon Hat	
Description		
Sorry to ask, but could you deliver some Ex Machina Whiskey to Marcus in Marksburg, please?		



Vera asks you to deliver a bottle of Whiskey "Ex Machina" to Marcus. You can secure a bottle by searching a barrel in Marksburg's Elym Harbor hotel or by dispatching your cats to Trigleph. You can also find a bottle by searching the barrel to the side of the hotel counter. Bring it to Marcus on the Bridge of Unity to complete the quest. Marcus seems to have something he's been trying to say to Vera.

Birds of a Feather

AVAILABILITY End of Chapter 11

Client	Party	Item/Task
Professor Derrick	Ludger, Jude	Lightshroom Spores x3
Location	**Reward**	
Leronde—Mathis Clinic	7200 gald, 2304 Points, School Uniform (Jude)	
Description		
Bring some Lightshroom Spores from Vicalle Mine to my clinic in Leronde so I can make medicine.		

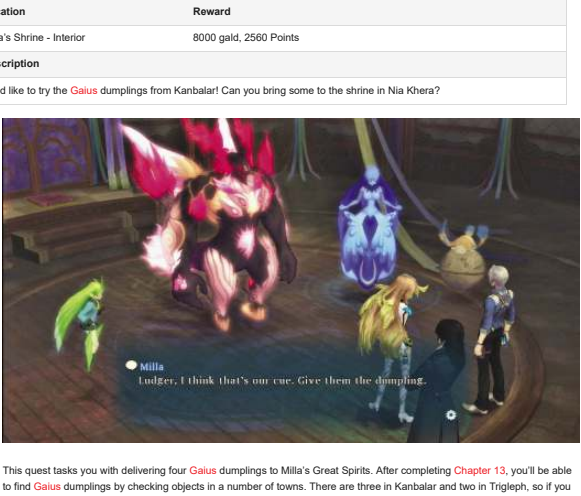
Ellen
I guess the apple doesn't fall far from the tree after all!

Jude's father Derrick seeks three Lightshroom Spores. This is a rare item that can only be acquired through the Kitty Dispatch, so you may want to break out some cans of Royal Feast if you have a few to spare. When you acquire all three, take them to the Mathis Clinic in Leronde. Derrick isn't shy about expressing his doubts regarding Jude's spyrite theories. But is that just his way of showing pride in his son?

Request from The Four

AVAILABILITY End of Chapter 12

Client	Party	Item/Task
The Four Great Spirits	Ludger, Milla, Gaius	Gaius Dumpling x4
Location	**Reward**	
Milla's Shrine - Interior	8000 gald, 2560 Points	
Description		
We'd like to try the Gaius dumplings from Kanbalar! Can you bring some to the shrine in Nia Khera?		



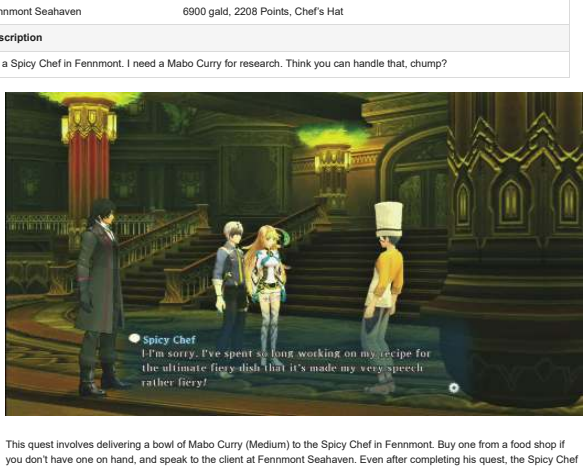
Milla
Ludger, I think that's our cue. Give them the dumplings.

This quest tasks you with delivering four Gaius dumplings to Milla's Great Spirits. After completing Chapter 13, you'll be able to find Gaius dumplings by checking objects in a number of towns. There are three in Kanbalar and two in Trigleph, so if you haven't picked them up yet, use the maps of those areas to track them down. You can also get them by dispatching your cats to Kanbalar, although the odds they'll come back with dumplings are fairly low. When you've assembled four dumplings, go to Milla's Shrine to complete the quest. Your reward for this quest includes multiple new artes for Milla, so make sure you don't skip this one!

The Spicy Chef

AVAILABILITY End of Chapter 12

Client	Party	Item/Task
Spicy Chef	Ludger, Milla, Gaius	Mabo Curry (Medium)
Location	**Reward**	
Fennmont Seahaven	6900 gald, 2208 Points, Chef's Hat	
Description		
I'm a Spicy Chef in Fennmont. I need a Mabo Curry for research. Think you can handle that, chump?		



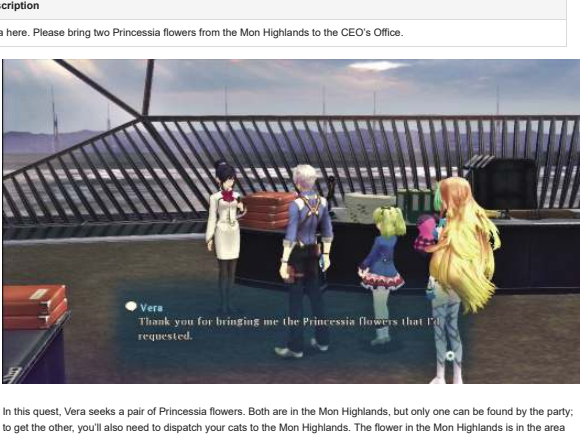
Spicy Chef
I'm sorry. I've spent so long working on my recipe for the ultimate fiery dish that it's made my very speech rather fiery!

This quest involves delivering a bowl of Mabo Curry (Medium) to the Spicy Chef in Fennmont. Buy one from a food shop if you don't have one on hand, and speak to the client at Fennmont Seahaven. Even after completing his quest, the Spicy Chef won't have a lot of nice things to say to Ludger's party, but Milla will put him in his place.

Bisley's Orders

AVAILABILITY End of Chapter 14

Client	Party	Item/Task
Vera	Ludger, Elize, Milla	Princessia x2
Location	**Reward**	
Spirius Corporation—CEO's Office	7800 gald, 2496 Points, Security Badge	
Description		
Vera here. Please bring two Princessia flowers from the Mon Highlands to the CEO's Office.		



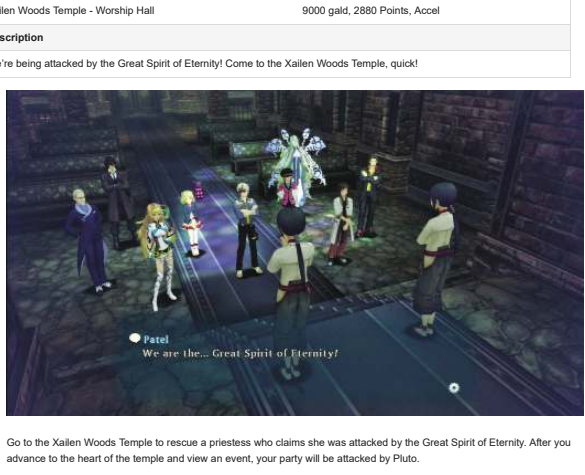
Vera
Thank you for bringing me the Princessia flowers that I requested.

In this quest, Vera seeks a pair of Princessia flowers. Both are in the Mon Highlands, but only one can be found by the party; to get the other, you'll also need to dispatch your cats to the Mon Highlands. The flower in the Mon Highlands is in the area just beyond the Silent Cave, so search the field of flowers to find it. When you have the goods, bring them to Vera at the president's office on 40F of the Spirius Building.

The Shrinemaiden's Request

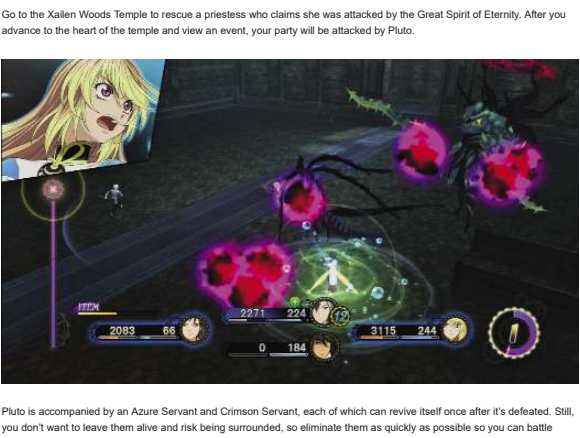
AVAILABILITY End of Chapter 15 / Complete Hassle at the Tatalian Abyss 8

Client	Party	Item/Task
Shrinemaidens Tess and Patel	All	Please come quickly!
Location	**Reward**	
Xailen Woods Temple - Worship Hall	9000 gald, 2880 Points, Accel	
Description		
We're being attacked by the Great Spirit of Eternity! Come to the Xailen Woods Temple, quick!		

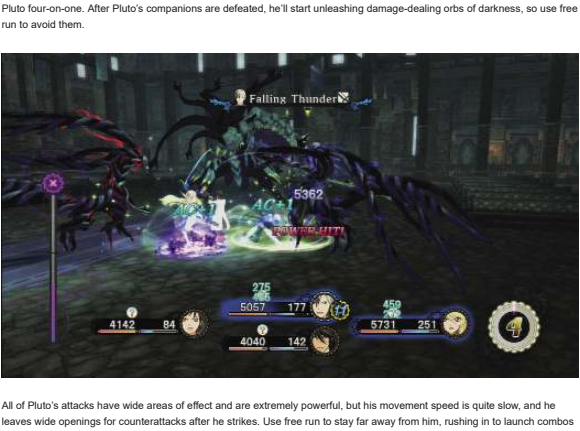


Patel
We are the... Great Spirit of Eternity!

Go to the Xailen Woods Temple to rescue a priestess who claims she was attacked by the Great Spirit of Eternity. After you advance to the heart of the temple and view an event, your party will be attacked by Pluto.



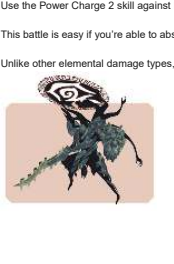
Pluto is accompanied by an Azure Servant and Crimson Servant, each of which can revive itself once after it's defeated. Still, you don't want to leave them alive and risk being surrounded, so eliminate them as quickly as possible so you can battle Pluto four-on-one. After Pluto's companions are defeated, he'll start unleashing damage-dealing orbs of darkness, so use free run to avoid them.



All of Pluto's attacks have wide areas of effect and are extremely powerful, but his movement speed is quite slow, and he leaves wide openings for counterattacks after he strikes. Use free run to stay far away from him, rushing in to launch combos after he attacks and misses. Your enemies' attacks are generally Dark-type, so using an accessory like an Amethyst to boost your Dark resistance will make this battle a lot easier. Light-type artes like Divine Streak can damage all of your foes, making Milla and Rowen especially effective in this battle.

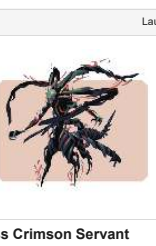
Key Tactical Points

- The Servants have an Iron Stance of 0, making them easy to stagger.
- Use the Power Charge 2 skill against Pluto, who has no weaknesses.
- This battle is easy if you're able to absorb Dark-type damage.
- Unlike other elemental damage types, Light-type weapons and artes are effective against all three foes.



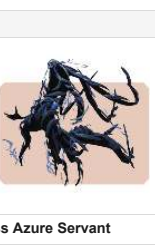
Boss Pluto	
Level	95–105
Iron Stance	999
HP	462000–507000
Absorb	●
Strong	● ● ● ●

Drop	Dark Seal (100%)
Steal	Laurel Crown (5%)



Boss Crimson Servant	
Level	86–96
Iron Stance	0
HP	50580–55980
Weak	● ● ●
Strong	● ● ●

Drop	—
Steal	—



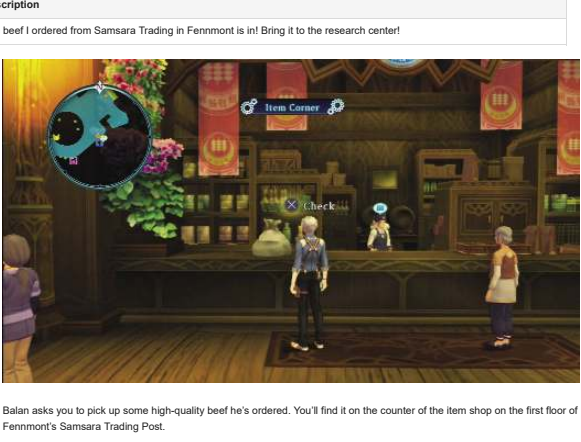
Boss Azure Servant	
Level	86–96
Iron Stance	0
HP	50580–55980
Weak	● ● ●
Strong	● ● ●

Drop	—
Steal	—

Balan's Plea

AVAILABILITY End of Chapter 15 / Complete Jude Episode 5

Client	Party	Item/Task
Balan	Ludger, Jude, Rowen	50 KG's of quality beef
Location	**Reward**	
Helioborg Research Station—13F—Laboratory	9000 gald, 2880 Points, Hunter's Monocle	
Description		
The beef I ordered from Samsara Trading in Fennmont is in! Bring it to the research center!		



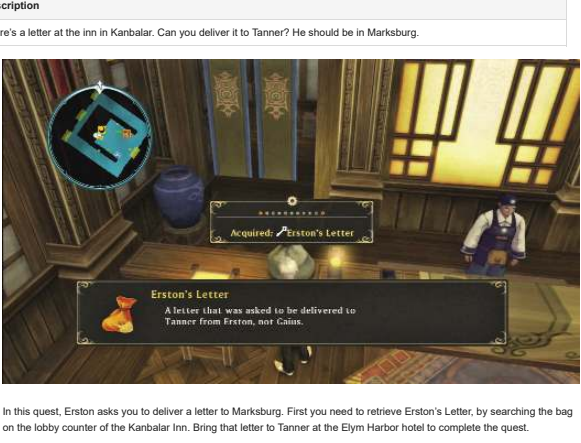
Balan asks you to pick up some high-quality beef he's ordered. You'll find it on the counter of the item shop on the first floor of Fennmont's Samsara Trading Post.

Once you've collected the 50 KGs of High Quality Beef, take it to the laboratory on 13F of the Helioborg Research Station.

Once Mercenaries

AVAILABILITY End of Chapter 15 / Complete Gaius Episode 4

Client	Party	Item/Task
Erston Outway	Ludger, Rowen, Muzét	Erston's Letter
Location	**Reward**	
Marksburg—Elym Harbor Hotel	8200 gald, 2624 Points, Gaius' Headband	
Description		
There's a letter at the inn in Kanbalar. Can you deliver it to Tanner? He should be in Marksburg.		



Acquired: Erston's Letter

Erston's Letter
A letter that was asked to be delivered to Tanner from Erston, not Gaius.

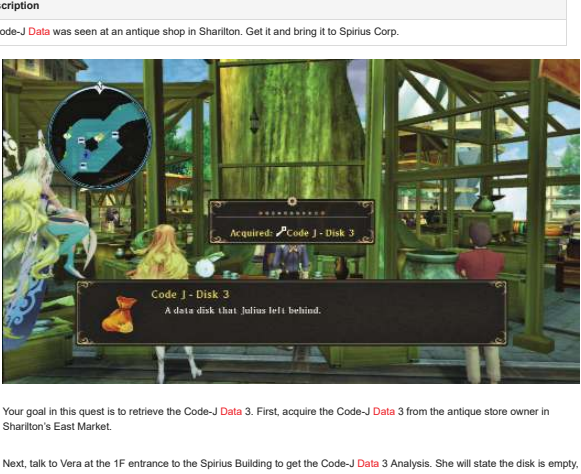
In this quest, Erston asks you to deliver a letter to Marksburg. First you need to retrieve Erston's Letter, by searching the bag on the lobby counter of the Kanbalar Inn. Bring that letter to Tanner at the Elym Harbor hotel to complete the quest.

Tanner will throw a lot of attitude your way, but in the end he's touched by Erston's kindness.

Traces of Kinship—Part 3

AVAILABILITY End of Chapter 15 / Entered the Land of Canaan/ Completed Event Quest 20: Traces of Kinship—Part 2

Client	Party	Item/Task
Vera	Ludger, Jude, Milla	Code-J Data 3
Location	**Reward**	
Spirius Corporation—Entrance	8300 gald, 2656 Points	
Description		
A Code-J Data was seen at an antique shop in Sharilton. Get it and bring it to Spirius Corp.		

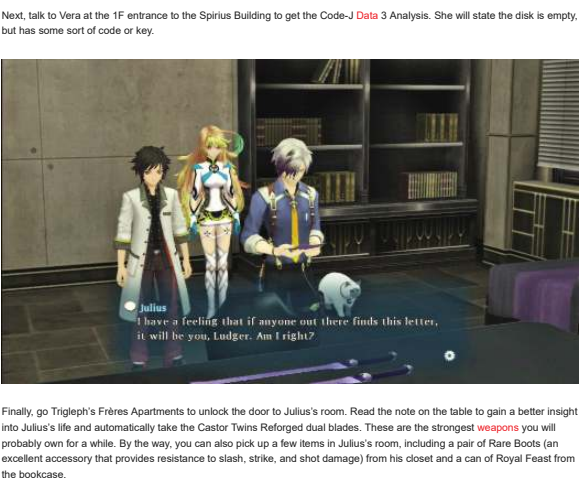


Acquired: Code J - Disk 3

Code J - Disk 3
A data disk that Julius left behind.

Your goal in this quest is to retrieve the Code-J Data 3. First, acquire the Code-J Data 3 from the antique store owner in Sharilton's East Market.

Next, talk to Vera at the 1F entrance to the Spirius Building to get the Code-J Data 3 Analysis. She will state the disk is empty, but has some sort of code or key.



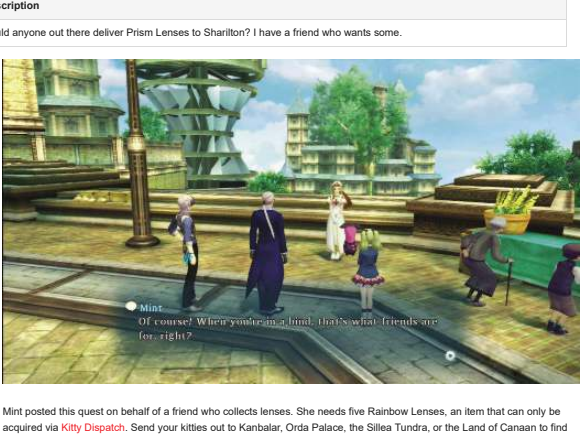
Julius
I have a feeling that if anyone out there finds this letter, it will be you, Ludger. Am I right?

Finally, go Trigleph's Frères Apartments to unlock the door to Julius's room. Read the note on the table to gain a better insight into Julius's life and automatically take the Castor Twins Reforged dual blades. These are the strongest weapons you will probably own for a while. By the way, you can also pick up a few items in Julius's room, including a pair of Rare Boots (an excellent accessory that provides resistance to slash, strike, and shot damage) from his closet and a can of Royal Feast from the bookcase.

Femme Fatales—Part 1

AVAILABILITY After completing the game

Client	Party	Item/Task
Mint Adnade	Ludger, Elize, Rowen	Prism Lens x5
Location	**Reward**	
Sharilton—East Market	10000 gald, 3200 Points	
Description		
Could anyone out there deliver Prism Lenses to Sharilton? I have a friend who wants some.		



Mint
Of course! When you're in a bind, that's what friends are for, right?

Mint posted this quest on behalf of a friend who collects lenses. She needs five Rainbow Lenses, an item that can only be acquired via Kitty Dispatch. Send your kitties out to Kanbalar, Orda Palace, the Sillea Tundra, or the Land of Canaan to find them. When you get all five, talk to Mint in Sharilton's East Market to complete the quest.

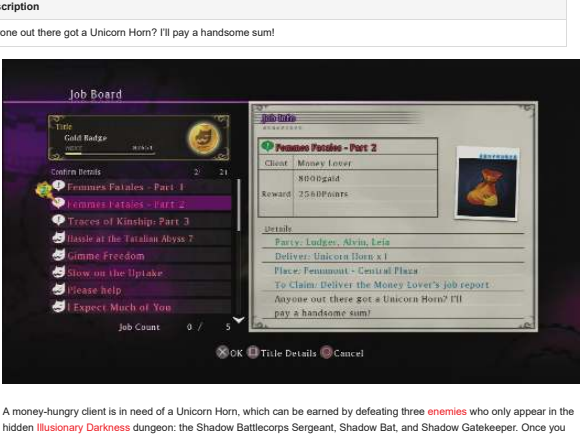
Note

This quest is a prerequisite for facing Mint in the Coliseum.

Femme Fatales—Part 2

AVAILABILITY After completing the game

Client	Party	Item/Task
Money Lover	Ludger, Alvin, Leia	Unicorn Horn
Location	**Reward**	
Fennmont—Central Plaza	8000 gald, 2560 Points	
Description		
Anyone out there got a Unicorn Horn? I'll pay a handsome sum!		



Job Board

Title: Gold Badge

Confirm Details 2/ 21

- Femmes Fatales - Part 1
- Femmes Fatales - Part 2
- Traces of Kinship: Part 3
- Hassle at the Tatalian Abyss 7
- Gimme Freedom
- Slow on the Uptake
- Please help
- I Expect Much of You

Job Count 0 / 5

Job Info

Femmes Fatales - Part 2

Client	Money Lover
Reward	8000gald 2560Points

Details
Party: Ludger, Alvin, Leia
Deliver: Unicorn Horn x 1
Place: Fennmont - Central Plaza
To Claim: Deliver the Money Lover's job report
Anyone out there got a Unicorn Horn? I'll pay a handsome sum!

OK Title Details Cancel

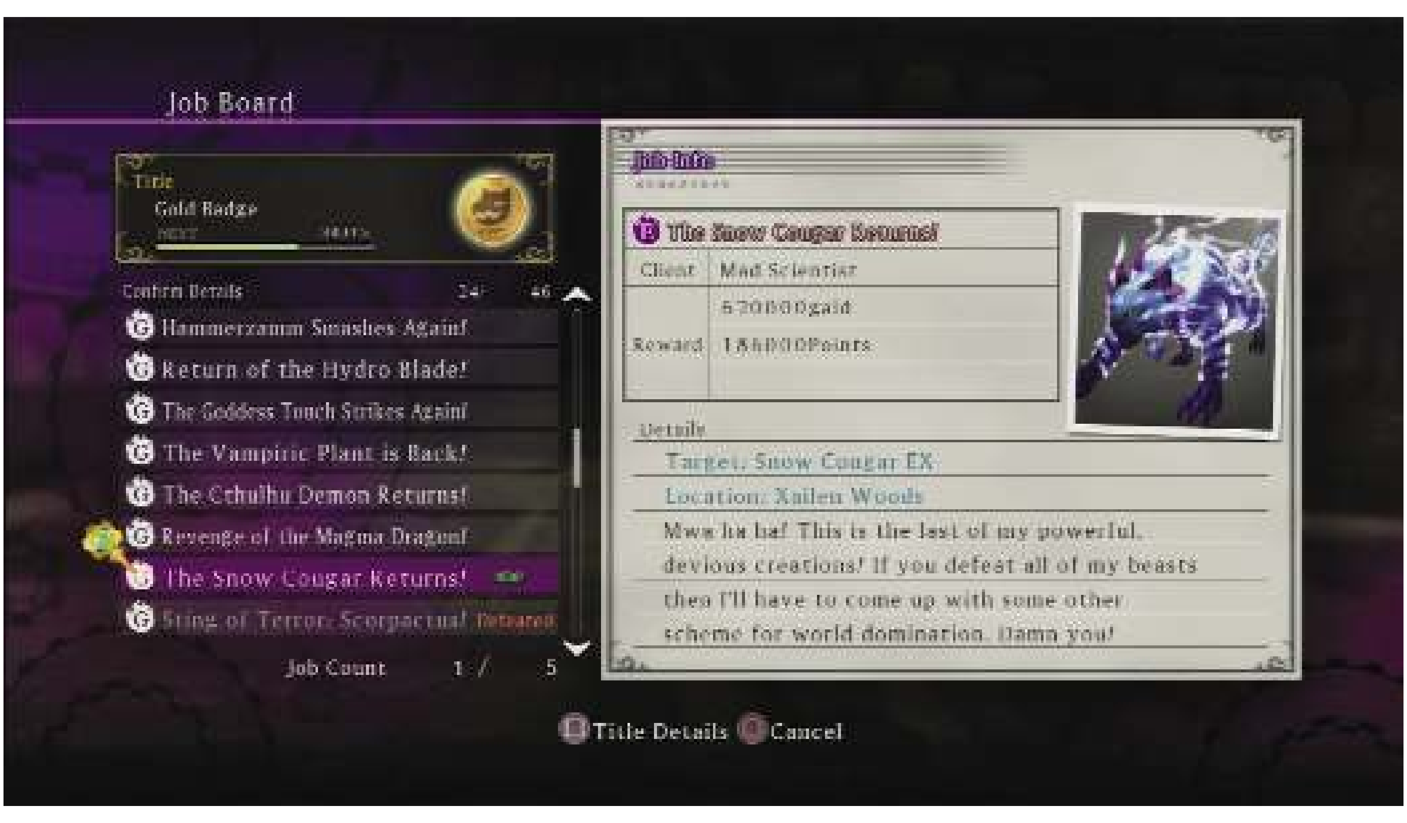
A money-hungry client is in need of a Unicorn Horn, which can be earned by defeating three enemies who only appear in the hidden Illusionary Darkness dungeon: the Shadow Battlecorps Sergeant, Shadow Bat, and Shadow Gatekeeper. Once you earn a Unicorn Horn, talk to your client at Fennmont's Central Plaza.

Note

This quest is a prerequisite for facing Rutee in the Coliseum.

Side Quests

Elite Monsters



Job Board

Title
Gold Badge

Confirm Details 24/ 46

- The Hammerzamm Smashes Again!
- Return of the Hydro Blade!
- The Goddess Touch Strikes Again!
- The Vampiric Plant is Back!
- The Cthulhu Demon Returns!
- Revenge of the Magma Dragon!
- The Snow Cougar Returns!
- Sting of Terror: Scorpactus! Defeated

Job Count 1 / 5

Job Info

The Snow Cougar Returns!

Client	Mad Scientist
Reward	620000gald 186000Points

Details

Target: Snow Cougar EX

Location: Xailen Woods

Mwa ha ha! This is the last of my powerful, devious creations! If you defeat all of my beasts then I'll have to come up with some other scheme for world domination. Damn you!

These optional quests can be found at the Job Bulletin board and are the best way to earn points and gald! However, you must prepare properly for each battle or it will be overly difficult, if not impossible. Each of these beasts appears in the same location before and after completing the game and their appearance is based on the completion of the main chapters. The rewards are well worth the time to tackle these challenging foes. If you are having a lot of trouble, make sure you are using the right protective items and artes, and that you have leveled up enough.

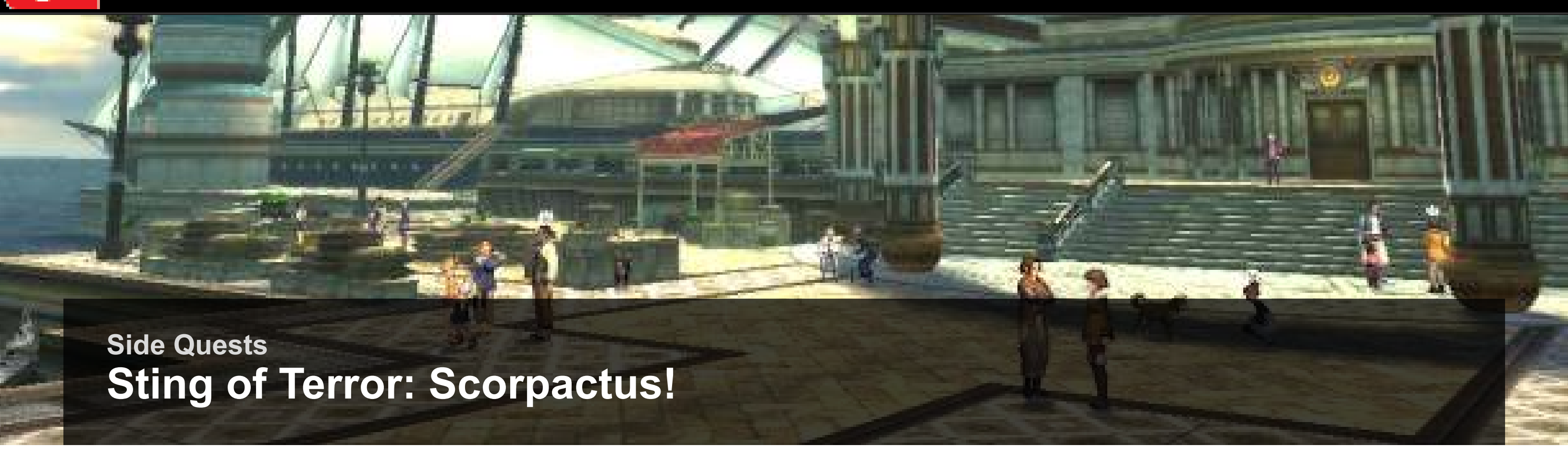
People in the surrounding towns of these massive monsters will provide some clues to a monster's vulnerability, but we've gone several levels deeper with complete prep and tactics to take them down. These unique creatures have a specific "defect" that provides the opportunity to achieve a special knockdown. If you can perform the required combo chain or technique to achieve this knockdown, you can deal three times the damage!

Elite Monster Features

- Perform a specific combo or technique to earn a special knockdown in which the monsters become to weak to all damage types.
- After beating the game, the defeated monsters respawn as more powerful versions in the same places (EX).
- EX Elite Monsters have significantly higher stats and you need to be around level 90 before you take on the challenge. The rewards for defeating these very tough monsters are boosted as compensation for the added difficulty.
- You can run away from these battles if you want. Just leave the area and come back to make the monster respawn.
- Once defeated, the same Elite Monsters will not re-spawn.
- Any Elite Monster that had not been dealt with before finishing the game will be replaced with the EX Elite Monster once the original one has been defeated.

Elite Monsters

Elite Monster	Location	Availability	Dropped Item 1	Dropped Item 2	Gald	Points
Scorpactus	Alest Highroad	End of Chapter 3 onward	Scorpion Tail (100%)	Ancient Fish Scales (50%)	6000	1800
Veywind Eye	Torbalan Highroad	End of Chapter 4 onward	Torbalan Jade (100%)	Torbalan Jade (50%)	12000	3600
Heavy Claw	Aladhi Trail	End of Chapter 5 onward	Aladhian Beetle (100%)	Aladhian Beetle (50%)	24000	7200
Siennabronc	Aladhi Trail or Sapstrath Highroad or Xagut Floodmeadow	End of Chapter 6 onward	Accel (100%)	Wyvern's Claw (100%)	175000	52500
Greater Demon	Kijara Seafalls	End of Chapter 6 onward	Kijara Fish (100%)	Kijara Fish (50%)	21000	6300
Radiant Horn	Nia Khera Spiritway	End of Chapter 6 onward	Husk of Legend (100%)	Husk of Legend (50%)	21000	6300
Graddic Claw	Rusalle Highroad	End of Chapter 7 onward	Light-Leaf Clover (100%)	Light-Leaf Clover (50%)	45000	13500
Moralzamm	Bermia Gorge	End of Chapter 7 onward	Breath of Wind (100%)	Breath of Wind (50%)	40000	12000
Bluetaur	Sillea Tundra	End of Chapter 8 onward	Snowcrystal (100%)	Snowcrystal (50%)	45000	13500
Ghastly Stump	Sapstrath Deepwood	End of Chapter 8 onward	Smokeshrooms (100%)	Smokeshrooms (50%)	40000	12000
Arrow Folzam	Culmar Trail	End of Chapter 8 onward	Sharilton Butterfly (100%)	Sharilton Butterfly (50%)	40000	12000
Veywind Stinger	Dimensional Breach	End of Chapter 9 onward	Wild Gold Dust (100%)	Wild Gold Dust (50%)	50000	15000
Exoplasma	Labari Hollow	End of Chapter 9 onward	Prototype Booster (100%)	Prototype Booster (50%)	175000	52500
Dark Teagle	Fezebel Marsh	End of Chapter 8 onward	Golden Frog (100%)	Golden Frog (50%)	50000	15000
Krudis Eye	Barnauer Highroad	End of Chapter 10 onward	Nightshine Plume (100%)	Nightshine Plume (50%)	50000	15000
Hammerzamm	Felgana Mine	End of Chapter 10 onward	Empty Spirit Fossil (100%)	Empty Spirit Fossil (50%)	60000	18000
Wind Racer	Catamar Heights	End of Chapter 10 onward	Old Pickaxe (100%)	Old Pickaxe (50%)	60000	18000
Fortune Stepper	Tatalian Abyss	End of Chapter 10 onward	Pink Emerald (100%)	Pink Emerald (50%)	60000	18000
Hydro Blade	Kukhar Ice Caverns	End of Chapter 11 onward	Snow Butterfly (100%)	Snow Butterfly (50%)	105000	31500
Goddess Touch	Nia Khera Hallowmont	End of Chapter 11 onward	Temporal Shard (100%)	Temporal Shard (50%)	105000	31500
Vampiric Plant	Talys Highroad	End of Chapter 12 onward	Talysian Cactus (100%)	Talysian Cactus (50%)	120000	36000
Cthulhu Demon	Arklund Quag	End of Chapter 13 onward	Golden Frog (100%)	Golden Frog (50%)	150000	45000
Snow Cougar	Xailen Woods	End of Chapter 14 onward	Water Spirit's Tears (100%)	Water Spirit's Tears (50%)	175000	52500
Magma Dragon	Nala Lava Tubes	End of Chapter 14 onward	Fire Spirit's Rage (100%)	Fire Spirit's Rage (50%)	150000	45000
Scorpactus EX	Alest Highroad	Cleared game once	Scorpion Tail (100%)	Ancient Fish Scales (50%)	640000	192000
Veywind Eye EX	Torbalan Highroad	Cleared game once	Torbalan Jade(100%)	Torbalan Jade (50%)	200000	60000
Heavy Claw EX	Aladhi Trail	Cleared game once	Aladhian Beetle(100%)	Aladhian Beetle (50%)	240000	72000
Greater Demon EX	Kijara Seafalls	Cleared game once	Kijara Fish (100%)	Kijara Fish (50%)	280000	84000
Radiant Horn EX	Nia Khera Spiritway	Cleared game once	Husk of Legend (100%)	Husk of Legend (50%)	320000	96000
Bluetaur EX	Sillea Tundra	Cleared game once	Snowcrystal (100%)	Snowcrystal (50%)	360000	108000
Graddic Claw EX	Rusalle Highroad	Cleared game once	Light-Leaf Clover (100%)	Light-Leaf Clover (50%)	260000	78000
Moralzamm EX	Bermia Gorge	Cleared game once	Breath of Wind (100%)	Breath of Wind (50%)	220000	66000
Ghastly Stump EX	Sapstrath Deepwood	Cleared game once	Smokeshrooms (100%)	Smokeshrooms (50%)	740000	222000
Arrow Folzam EX	Culmar Trail	Cleared game once	Sharilton Butterfly (100%)	Sharilton Butterfly (50%)	400000	120000
Veywind Stinger EX	Dimensional Breach	Cleared game once	Wild Gold Dust (100%)	Wild Gold Dust (50%)	300000	90000
Dark Teagle EX	Fezebel Marsh	Cleared game once	Golden Frog Egg (100%)	Golden Frog Egg (50%)	340000	102000
Wind Racer EX	Catamar Heights	Cleared game once	Old Pickaxe (100%)	Old Pickaxe (50%)	500000	150000
Fortune Stepper EX	Tatalian Abyss	Cleared game once	Pink Emerald (100%)	Pink Emerald (50%)	500000	150000
Krudis Eye EX	Barnauer Highroad	Cleared game once	Nightshine Plume (100%)	Nightshine Plume (50%)	440000	132000
Hammerzamm EX	Felgana Mine	Cleared game once	Empty Spirit Fossil (100%)	Empty Spirit Fossil (50%)	420000	126000
Hydro Blade EX	Kukhar Ice Caverns	Cleared game once	Snow Butterfly (100%)	Snow Butterfly (50%)	700000	210000
Goddess Touch EX	Nia Khera Hallowmont	Cleared game once	Temporal Shard (100%)	Temporal Shard (50%)	670000	201000
Vampiric Plant EX	Talys Highroad	Cleared game once	Talysian Cactus (100%)	Talysian Cactus (50%)	540000	162000
Cthulhu Demon EX	Arklund Quag	Cleared game once	Golden Frog (100%)	Golden Frog (50%)	480000	144000
Magma Dragon EX	Nala Lava Tubes	Cleared game once	Fire Spirit's Rage (100%)	Fire Spirit's Rage (50%)	400000	120000
Siennabronc EX	Aladhi Trail or Sapstrath Highroad or Xagut Floodmeadow	Cleared game once	Accel (100%)	Wyvern's Claw (100%)	770000	231000
Exoplasma EX	Labari Hollow	Cleared game once	Prototype Booster (100%)	Prototype Booster (50%)	500000	150000
Snow Cougar EX	Xailen Woods	Cleared game once	Water Spirit's Tears (100%)	Water Spirit's Tears (50%)	620000	186000



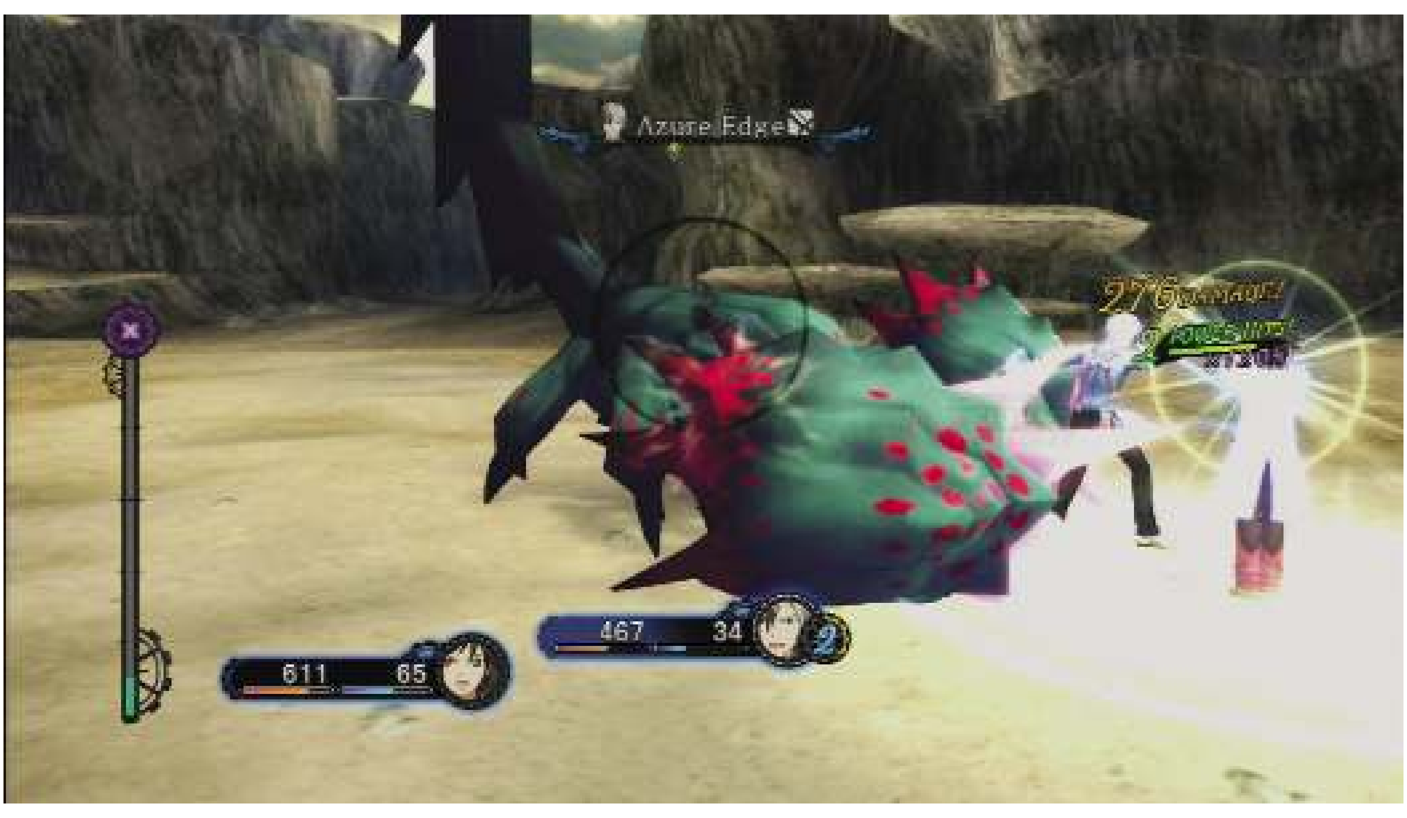
Side Quests

Sting of Terror: Scorpactus!

Occurrence	
When	End of Chapter 3 onward
Location	Alest Highroad

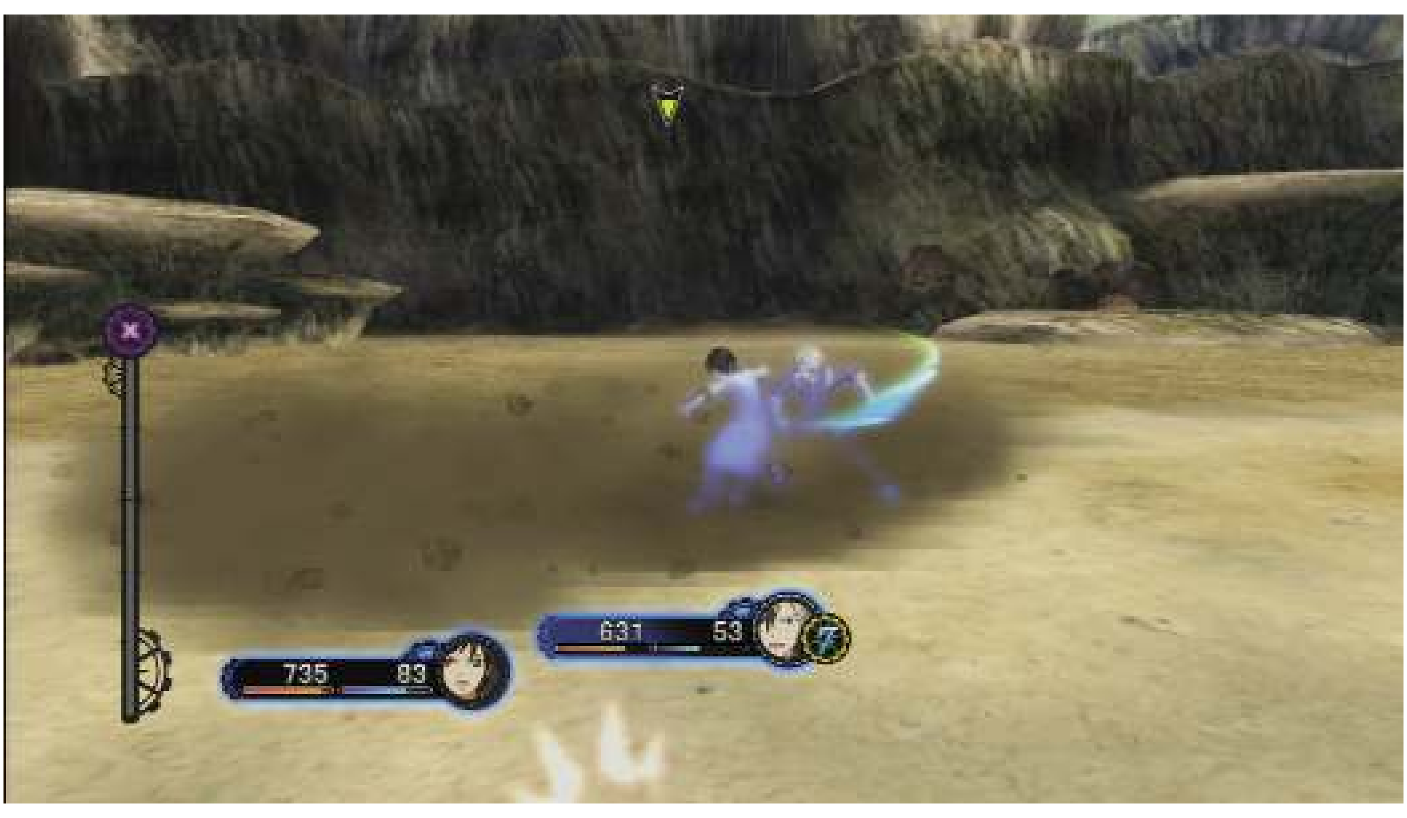
Stats			
Lv.	5–9	**Iron Stance**	50
HP	34314–45150		
Weak	● ● ●		
Strong	●		
Drop	Scorpion Tail (100%) Ancient Fish Scales (50%)		
Steal	Life Bottle (50%)		
Rewards	6000 gald/1800 Points		

Prep: Bring Lots of Recovery Items



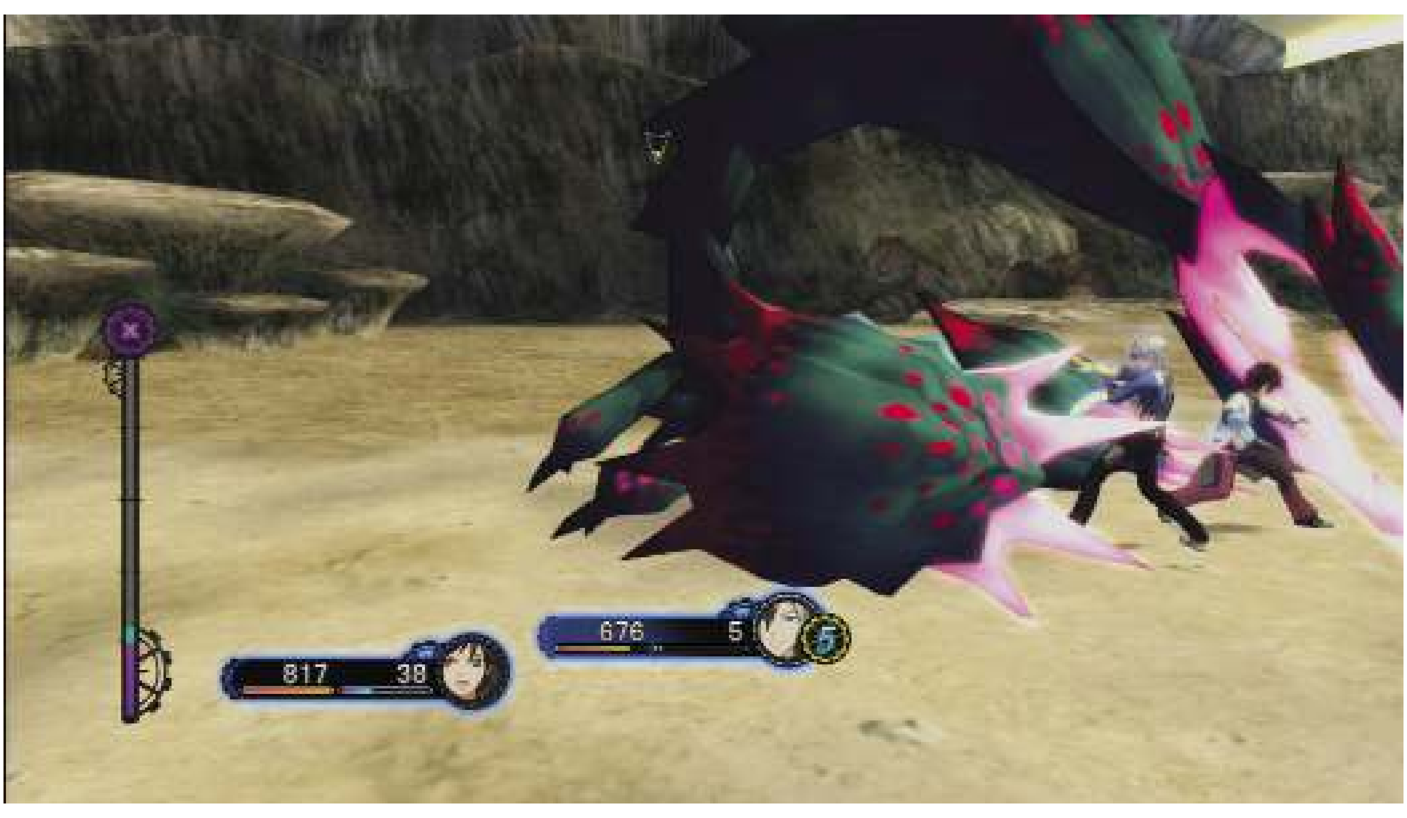
This is the first Elite Monster you fight, and it isn't all that tough. If you challenge it at the end of Chapter 3, you'll have to face it with only Ludger and Jude, but if you have enough healing items, it's still quite beatable. Use the opportunity it presents to master timing your attacks and blocks. It's weak to Wind, so attack with Azure Edge.

Tactics: When It Burrows Underground, Get Out of the Way



Begin by striking its weak point—its head. When you damage its head, the boss will burrow underground and use a damaging, wide-area attack. The attack won't come out right away, so you have time to stop attacking and begin free running away from the dust that indicates where it will attack. Once you're out of the way, block until the attack is finished. After attacking its weak point several times, it will fall, giving you a chance to go all-out on offense.

Knockdown: Repeatedly Strike Its Weak Point



Knock down the boss by repeatedly striking its head. When it spreads its legs apart, it's safe to go for the hit; your attacks will connect even though the pincers appear to be in the way.

Attacks to Watch Out For

Attack from Underground: Burrows underground and emerges to attack. Run away from the dust to avoid it.

Tail Thrust: Inflicts bleeding if it hits. When it readies its tail to strike, promptly block.

EX: Score Knockdowns with Milla

EX Stats			
Lv.	134–138	**Iron Stance**	600
HP	1152600–1185144		
Weak	● ● ●		
Strong	●		
Drop	Scorpion Tail (100%) Ancient Fish Scales (50%)		
Steal	Life Bottle (50%)		
Rewards	640000 gald/192000 Points		

In EX mode, the boss is far tougher than it was the first time. Use the same strategy of striking the head for knockdowns. Use Milla's Cloud Pierce arte at very close range for a high chance of hitting its head. When it burrows underground, evade with Muzét's Support Warp and again hit it with Cloud Pierce.

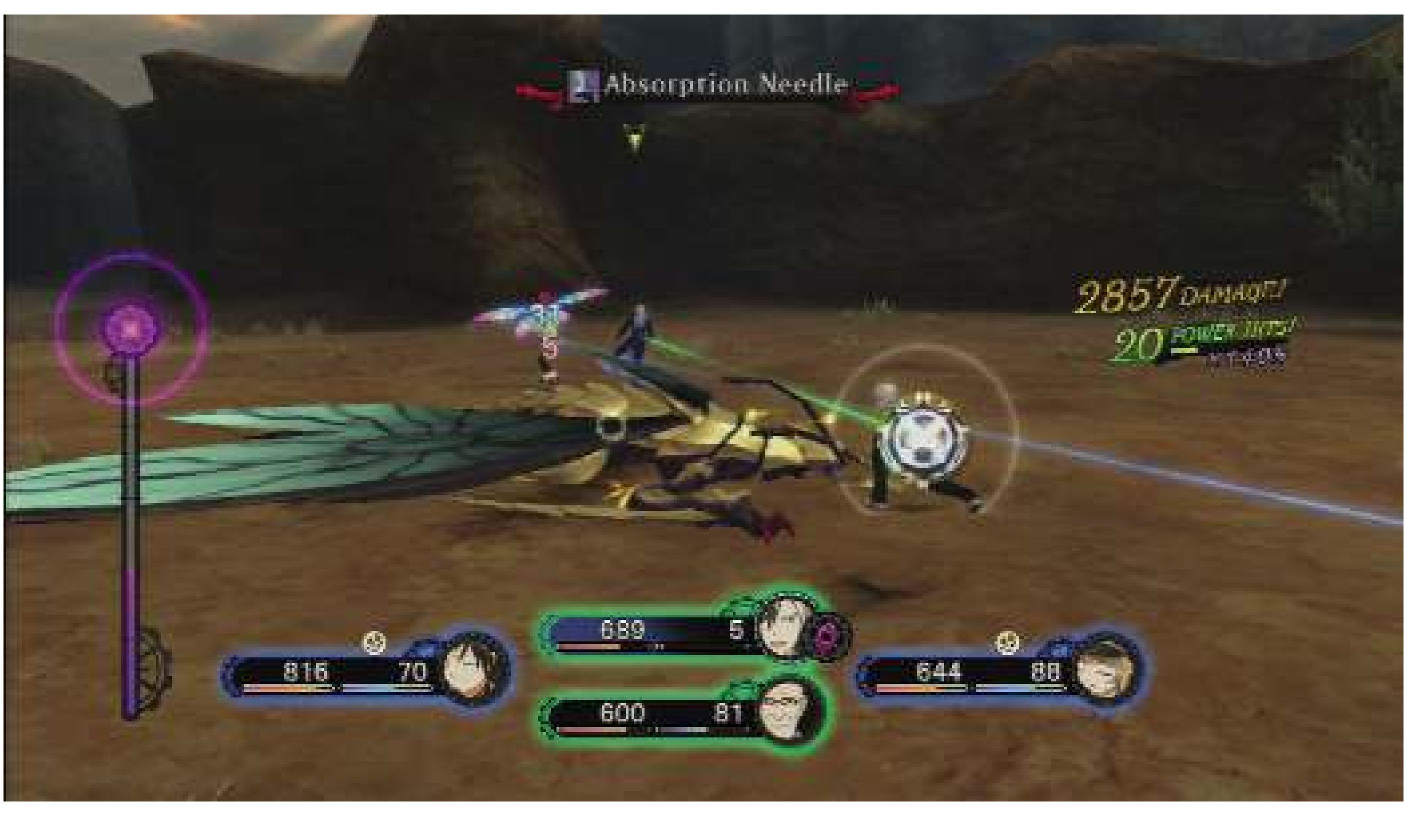
Terror of the Skies: Veywind Eye!

Occurrence	
When	End of Chapter 4 onward
Location	Torbalan Highroad

Stats			
Lv.	9–13	**Iron Stance**	0
HP	45150–55986		
Weak	● ● ● ● ● ●		
Strong	● ● ●		
Drop	Torbalan Jade (100%) Torbalan Jade (50%)		
Steal	Life Bottle (50%)		
Rewards	12000 gald/3600 Points		

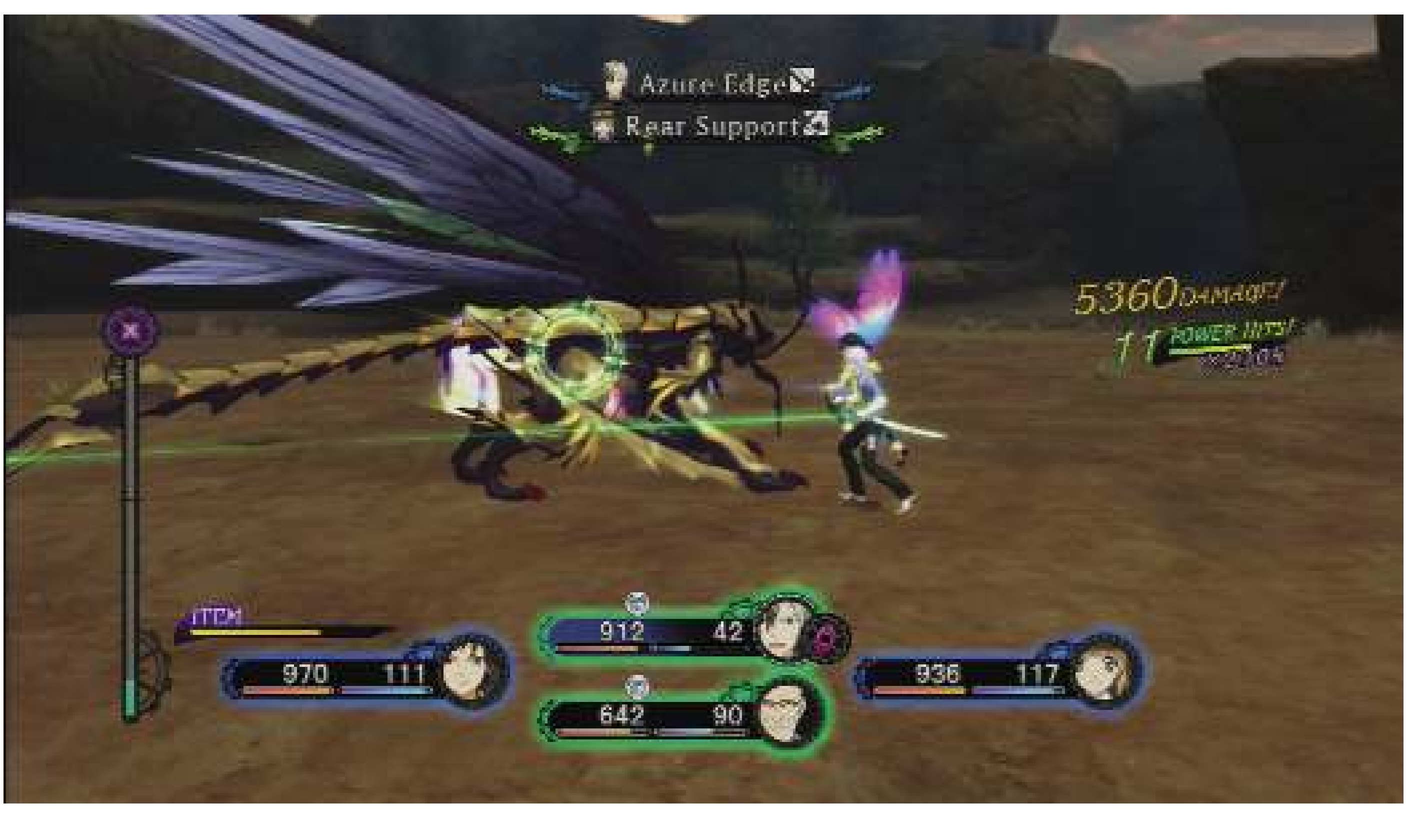
Prep: Set Your Party to Only Use Magic Attacks

The boss resists Slash, Strike, and Shot attack types, so normal attacks don't phase him at all. Attacking exclusively with artes that have a magical type is the key here. Assign only magical artes to everyone and also set their Action to Mainly Artes in your Strategy options.



Use Linked Artes during weakness-targeting combos and when it's knocked down.

Tactics: Create an Opening with Magical Artes

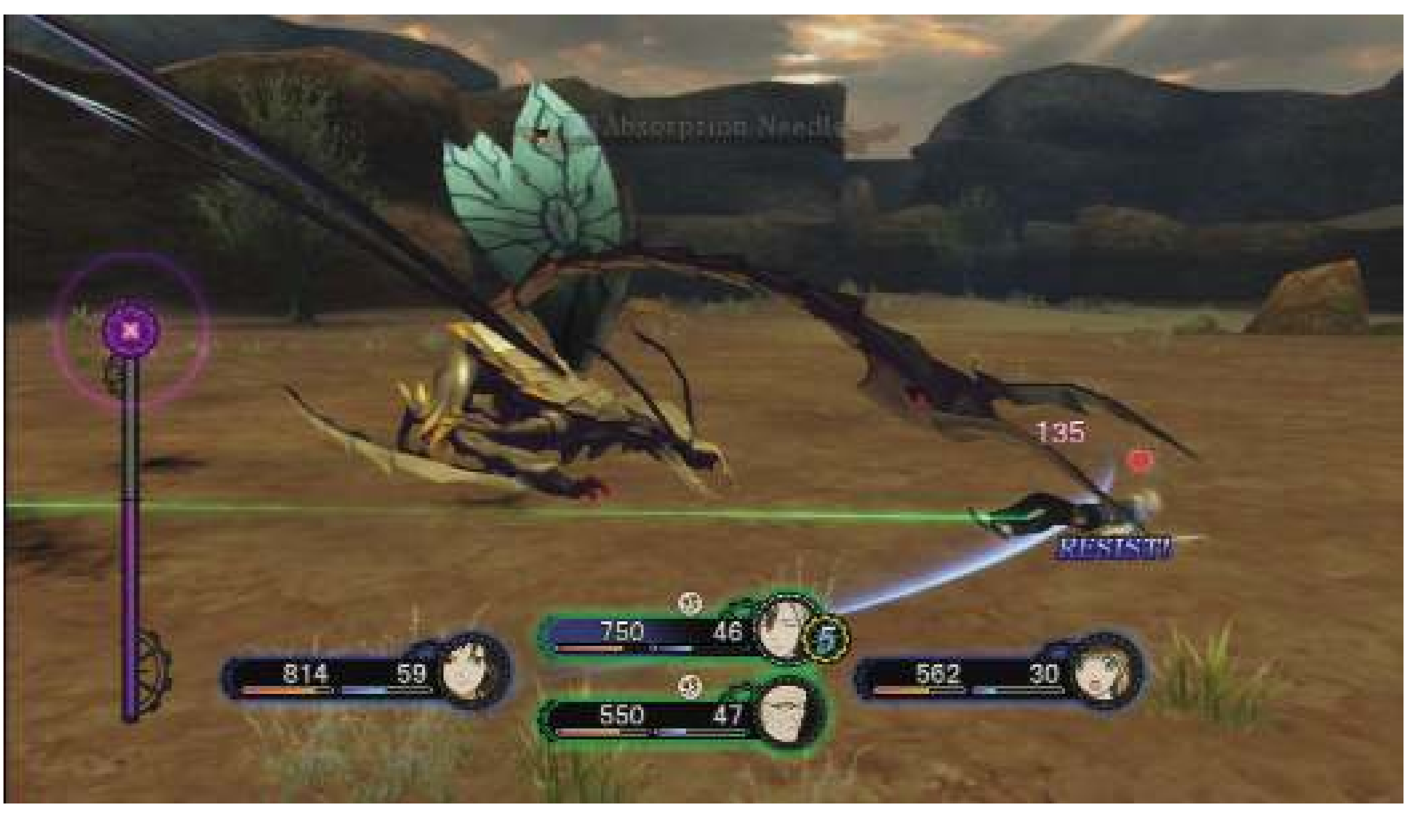


The first time you battle this beast, it has an Iron Stance of 0, so any magical attack will stagger it. If you use an arte that has a magical attribute, you can follow it up with combos that include normal attacks as well as magical artes for big damage. Hitting its weakness five times can be difficult for Ludger alone, so coordinate with your party members to achieve knockdowns. Defeat its spawn first, because otherwise they'll interfere with your party members' attacks.

Knockdown: Hit Five of its Weaknesses

Knock the boss down by hitting its weakness five times consecutively. (In EX mode, you must hit its weakness nine times and follow up with a Linked Arte.) You can stagger it with magical attacks so you have time to switch weapons to keep the combo going.

Attacks to Watch Out For



Stone Powder: It kicks up a whirlwind that paralyzes targets within an area. Guard as soon as you see its wings flash red.

Tail Strike: This attack has a long reach and can leave you bleeding. If you see the boss raise its tail, immediately start guarding.

EX: Hit and Move Away with Dual Blades

EX Stats			
Lv.	76–80	**Iron Stance**	200
HP	680712–713256		
Weak	● ● ● ● ● ●		
Strong	● ● ●		
Drop	Torbalan Jade (100%) Torbalan Jade (50%)		
Steal	Life Bottle (50%)		
Rewards	200000 gald/60000 Points		

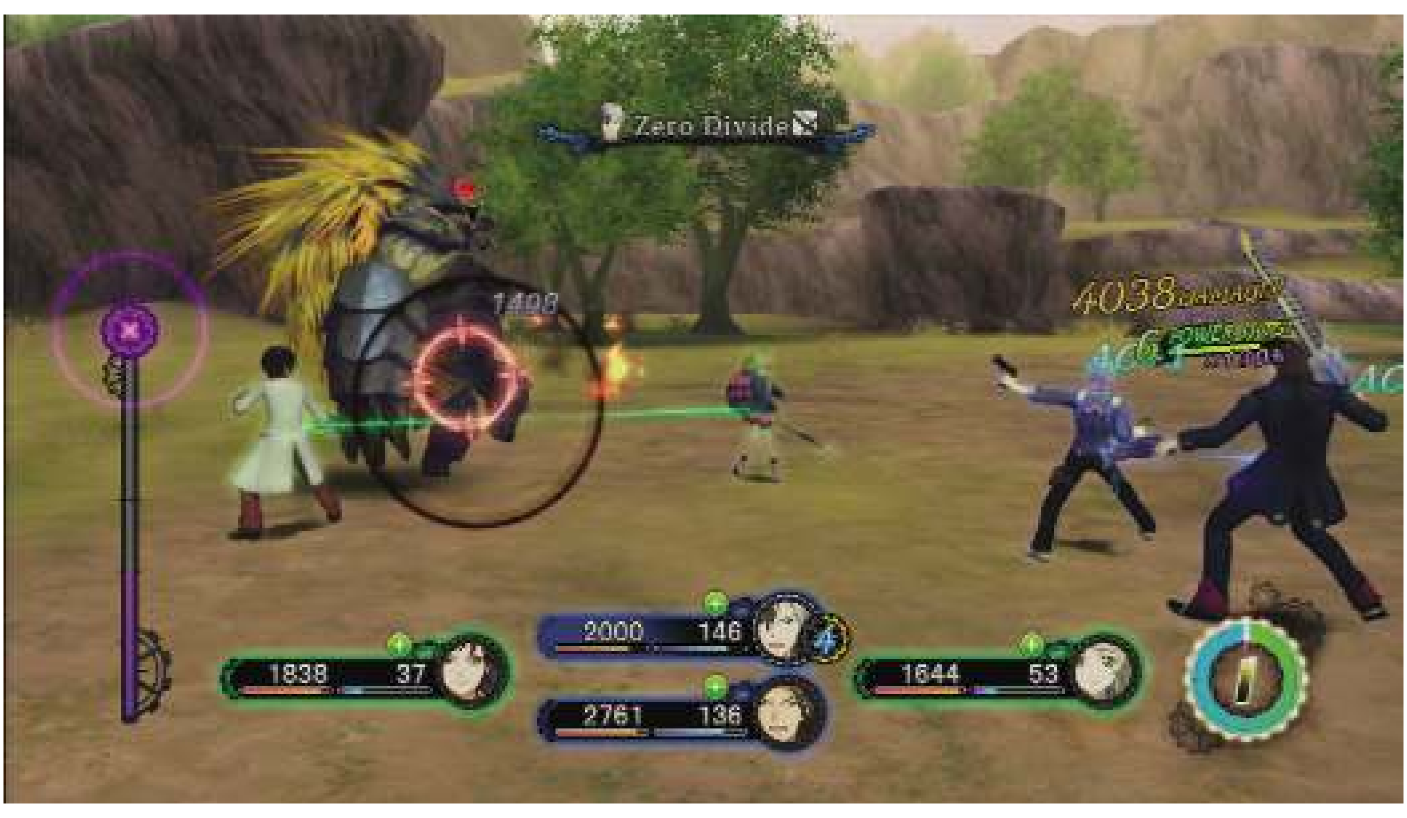
In EX, the boss's Iron Stance is higher, making it dangerous to get close. It moves slowly and has no effective ranged attacks, so have Ludger link with Muzét and fight it from afar, using Rapid Burst to attack it and Support Warp to maintain your distance. Once you've pierced its guard, zip up to it and unleash elemental-type combos. In the EX fight, it doesn't have spawn, so you can focus your attention on the boss.

Claws of Steel: Heavy Claw!

Occurrence	
When	End of Chapter 5 onward
Location	Aladhi Trail

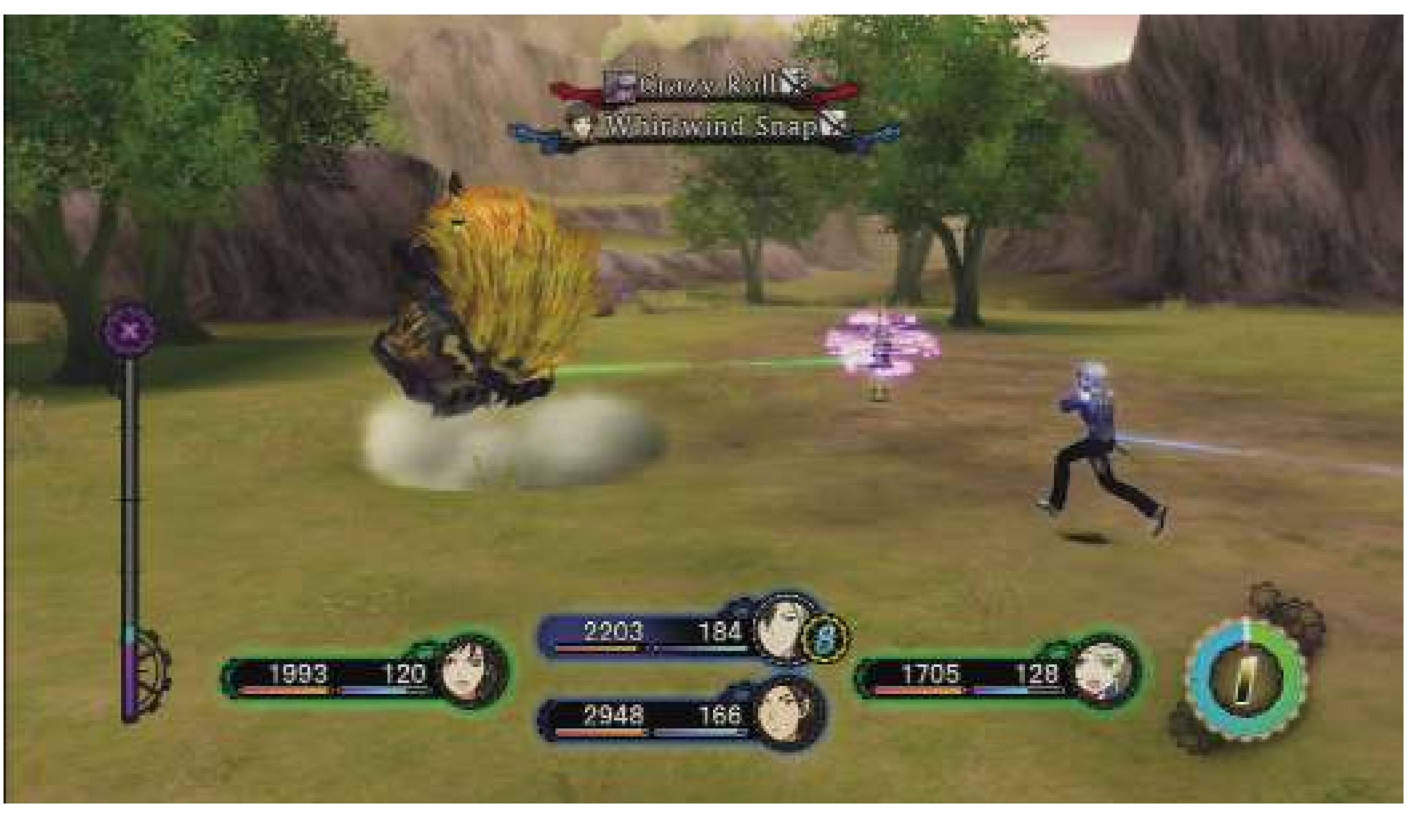
Stats			
Lv.	13–17	**Iron Stance**	300
HP	59892–71484		
Weak	● ●		
Strong	●		
Drop	Aladhian Beetle (100%) Aladhian Beetle (50%)		
Steal	Life Bottle (50%)		
Rewards	24000 gald/7200 Points		

Prep: Challenge the Boss with Long-Range Fighters



This boss uses attacks that knock down your characters and often follows up with additional attacks while they're down. However, its range is limited, so you can avoid taking damage by fighting from afar. Do most of your attacking from medium to long range. This battle will be a lot easier if you challenge it after Ludger learns the dual pistols attack Zero Divide, which can fully exploit its weakness. The boss is powerful at close range, so fight with Ludger's dual pistols and Elize's spells.

Tactics: Fight While Watching Out for Crazy Roll

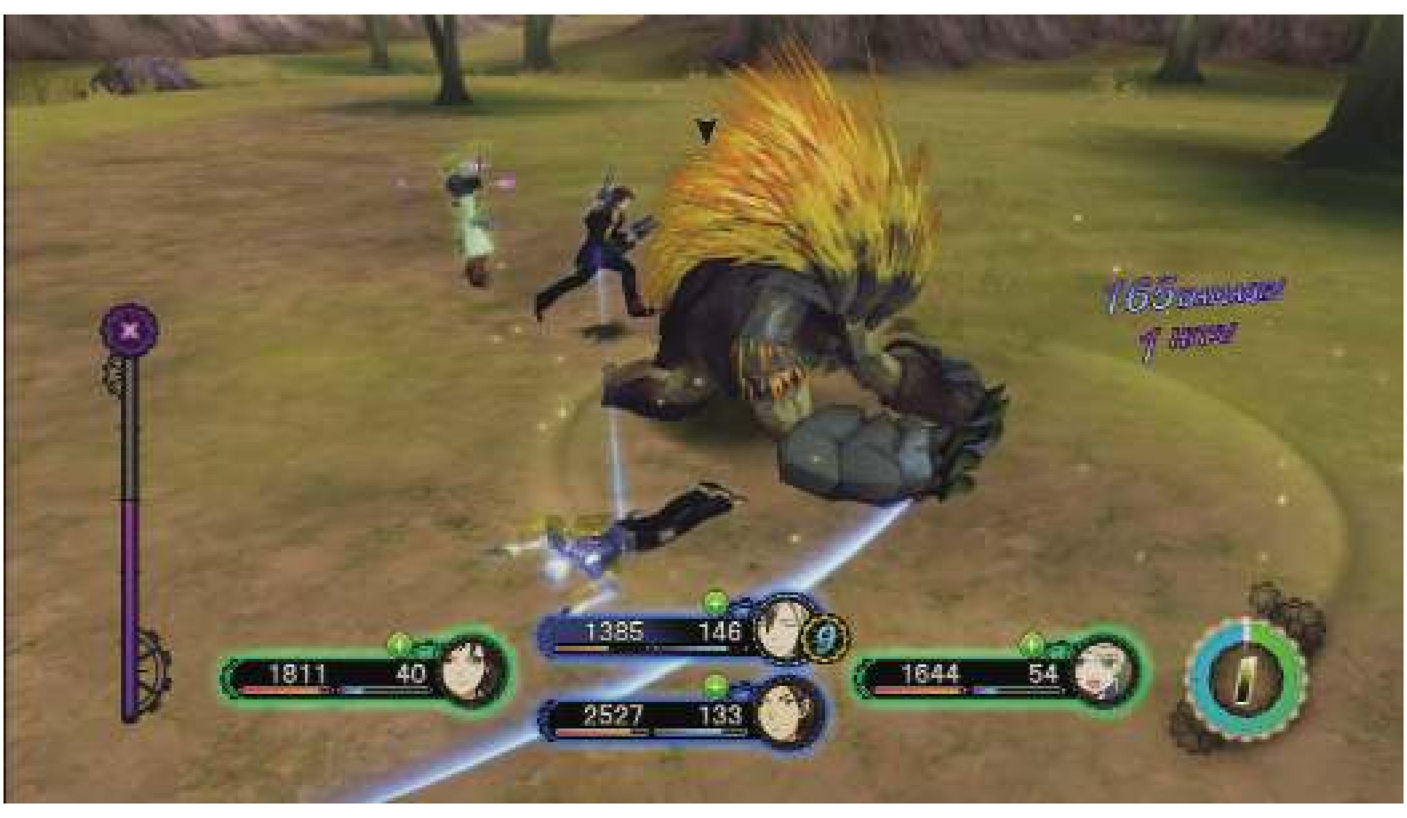


The boss swings its giant arms around, snaring nearby targets for heavy damage. Maintain a safe distance from the boss, damaging it with Zero Divide. Watch out for its Crazy Roll attack, which can hit at long range. When it begins heading in your direction, evade with free run. This boss blocks a lot, so link with Alvin to make use of his Breaker partner ability.

Knockdown: Target Boss After Crazy Roll

When the boss fails to hit a target with Crazy Roll, it collapses and is defenseless for about four seconds. If you continuously attack it at that point, you can score a knockdown. However, in an EX battle, you also need to hit with a Linked Arte.

Attacks to Watch Out For



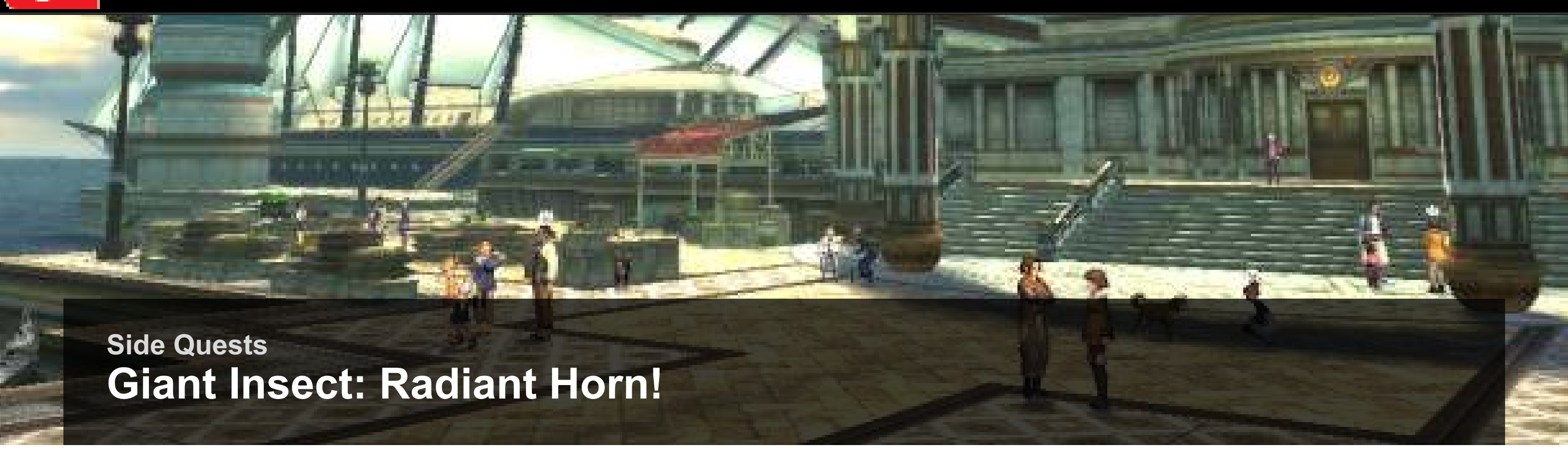
Crazy Roll: This attack even deals damage while the boss is setting it up. If you're nearby when it uses it, block as soon as it jumps.

Wild Crush: This attack stuns when it hits and can usually break through if you attempt to guard it. Evade it with a back-step instead.

EX: Use Ranged Attacks Exclusively

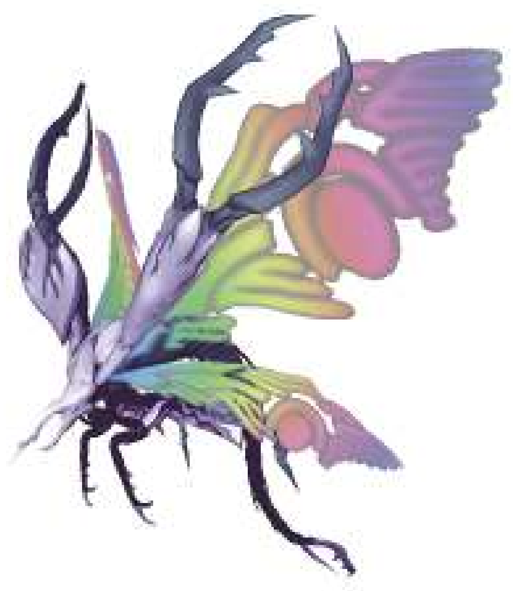
Stats			
Lv.	82–86	**Iron Stance**	300
HP	519708–542892		
Weak	● ●		
Strong	●		
Drop	Aladhian Beetle (100%) Aladhian Beetle (50%)		
Steal	Life Bottle (50%)		
Rewards	240000 gald/72000 Points		

As in your first battle, attacking from afar is the best strategy. Use Muzét's Support Warp to maintain a safe distance and target its weak point with gun attacks like Wings of Destruction. Use continuous back-steps with Support Warp if it uses its Crazy Roll attack. Unless you're using combos that attack its elemental weakness, it's best not to approach it at all.



Side Quests

Giant Insect: Radiant Horn!



Occurrence	
When	End of Chapter 6 onward
Location	Nia Khera Spiritway

Stats			
Lv.	16–20	Iron Stance	100
HP	66669–77937		
Weak	● ●		
Strong	● ● ● ● ●		
Drop	Husk of Legend (100%) Husk of Legend (50%)		
Steal	Life Bottle (50%)		
Rewards	21000 gald/6300 Points		

Prep: Bring a Party of Magic Artes Users

Whirlwind Snap
Arrivederci
2076 142
2515 184
1932 229
1738 138

This boss flies too high to be hit by attacks other than ranged artes and guns. Also, the boss itself attacks with the arte Arrivederci, so you'll want to use Rowen and Elize. The boss also attacks with poison and stun attacks, so bring a supply of Panacea Bottles and equip a Stun Bracelet.

Tactics: Attack with Ludger's Dual Pistols

POWER HIT!
2076 35
1585 134
1691 192
1322 26

The boss is vulnerable to Ludger's dual pistols, so have him attack it from long range. Use artes like Zero Divide and Rolling Thunder, but note that those artes can't hit it when it's flying highest, so use normal attacks then. Link with Rowen to gain the protection of his Auto Magic Guard when the boss attacks with Arrivederci.

Knockdown: Use Ludger's Dual Pistols

If you continuously attack the boss while it's flying high, it will crash into the earth and enter the defenseless knockdown state, allowing you to use powerful attacks that wouldn't otherwise connect for big damage.

Attacks to Watch Out For

98 DAMAGE
7 HITS
1936 118
1810 181
1382 213
1375 59

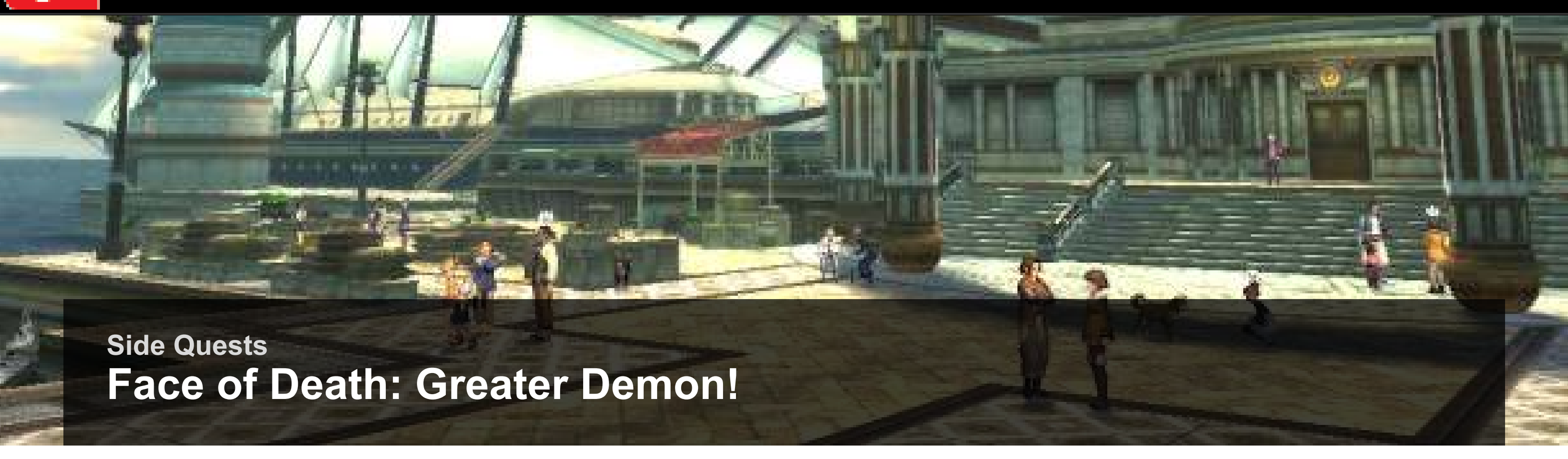
Poison Snow: Causes damage and inflicts poison over a wide area. The boss moves slowly, so run away in the opposite direction of its movement.

Panic Veil: An arte that restrains one character and damages it while inflicting stun. Counter it with Stun Bracelet.

EX: USE MAGIC GUARD TO DEFEND AGAINST ARTES

EX Stats			
Lv.	94–98	Iron Stance	250
HP	871080–905352		
Weak	● ●		
Strong	● ● ● ● ●		
Drop	Husk of Legend (100%) Husk of Legend (50%)		
Steal	Life Bottle (50%)		
Rewards	320000 gald/96000 Points		

When you approach it, the boss deals damage and confuses foes with Angel Light. Attack it from afar with Ludger's dual pistols and Elize and Muzét's Dark-type artes. The boss can also use powerful artes like Shimmering Toll, so link with Rowen to protect yourself with his Auto Magic Guard. Shimmering Toll has a high chance of confusing targets, so make sure to block.



Side Quests

Face of Death: Greater Demon!

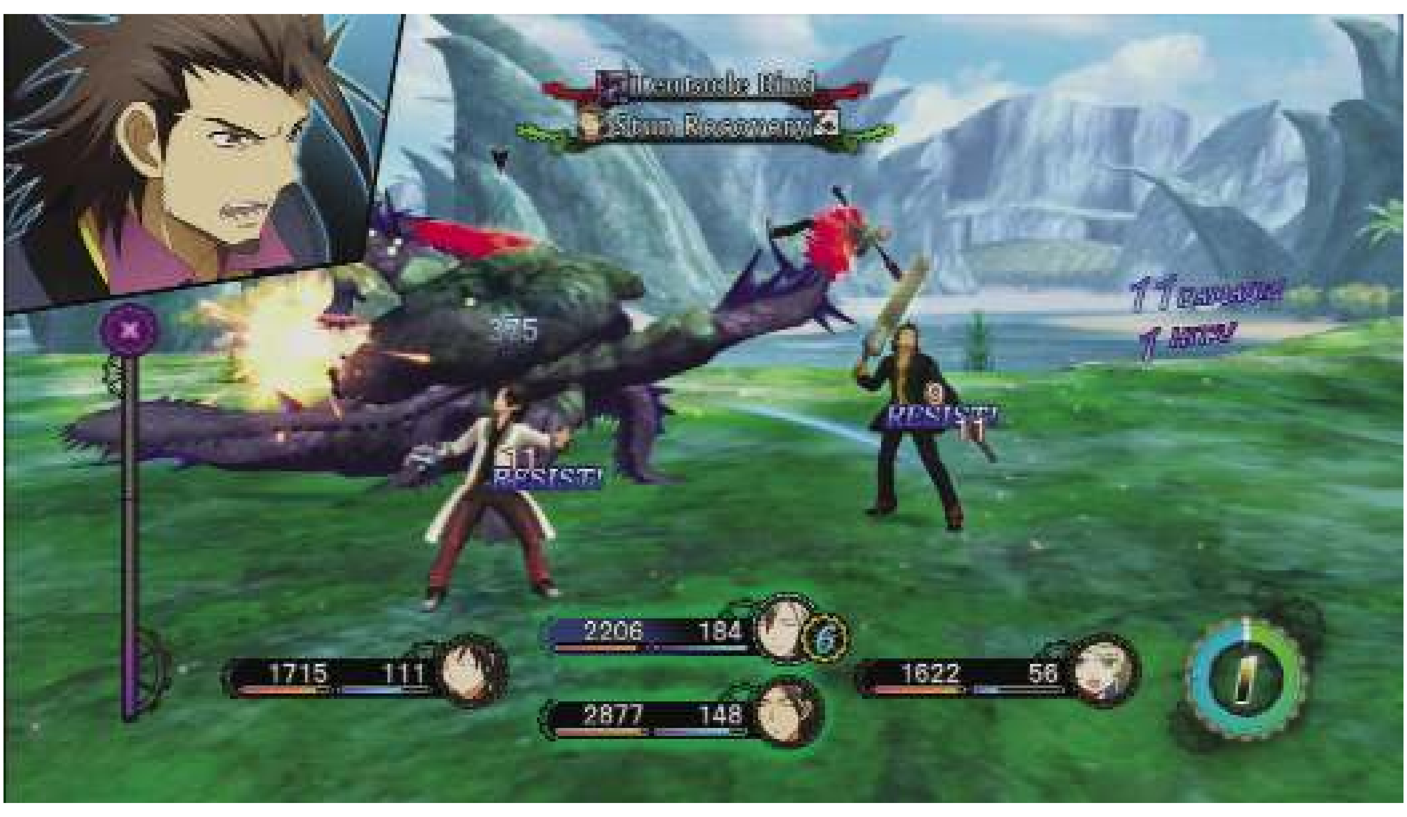
Occurrence	
When	End of Chapter 6 onward
Location	Kijara Seafalls

Stats			
Lv.	16–74	**Iron Stance**	400
HP	57510–198450		
Weak	● ●		
Strong	● ●		
Drop	Kijara Fish (100%) Kijara Fish (50%)		
Steal	Life Bottle (50%)		
Rewards	21000 gald/6300 Points		

Prep: Raise Your Water Resistance

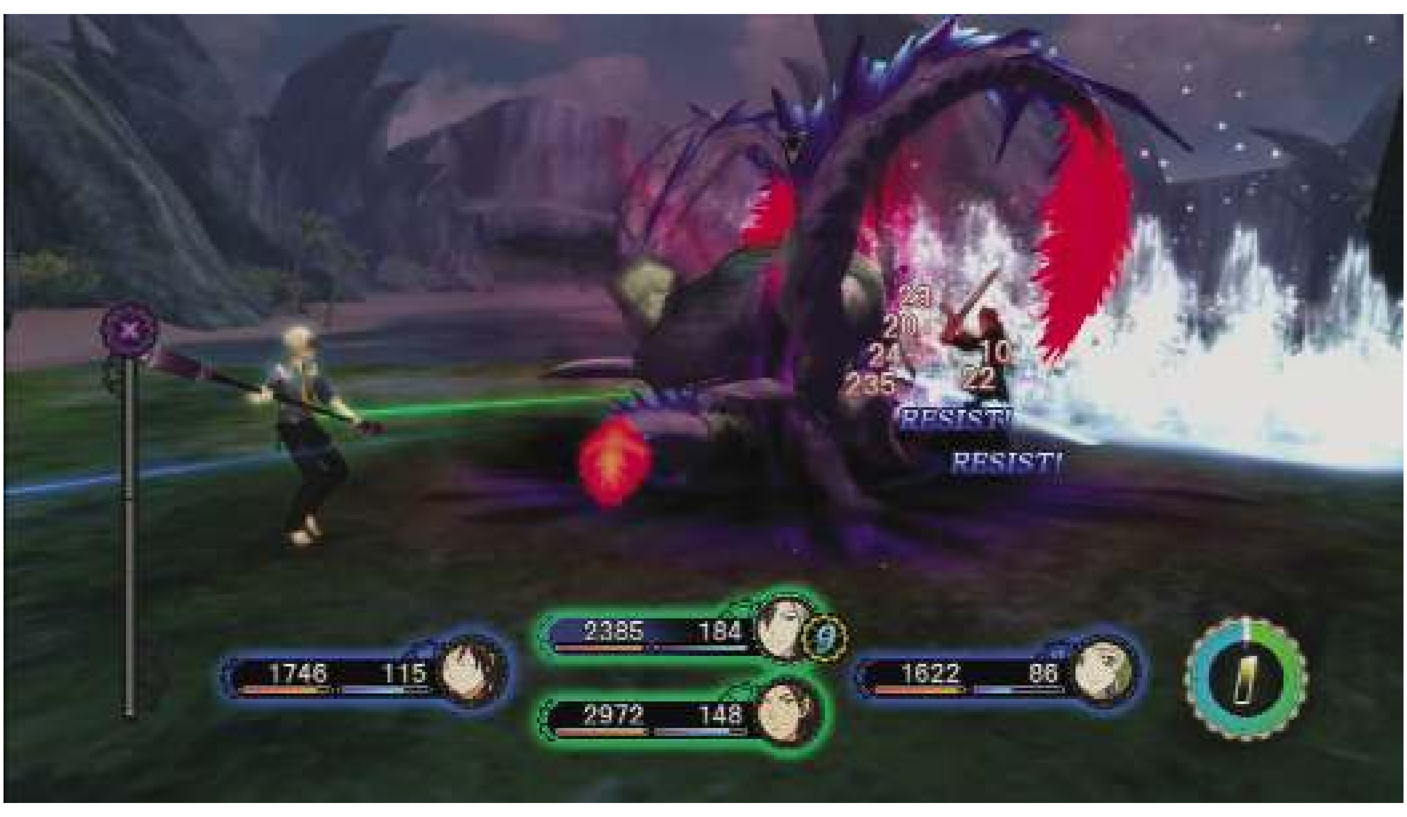
This boss primarily uses Water-type attacks, so the higher you can raise your Water resistance, the easier this fight will be. Use the Custom Order system to make Aqua Cape and Aquamarine. Also, this boss has very strong defenses. Make sure Alvin is in your party so you can Link with him to break through the boss's guard.

Tactics: Fight From Afar or Behind

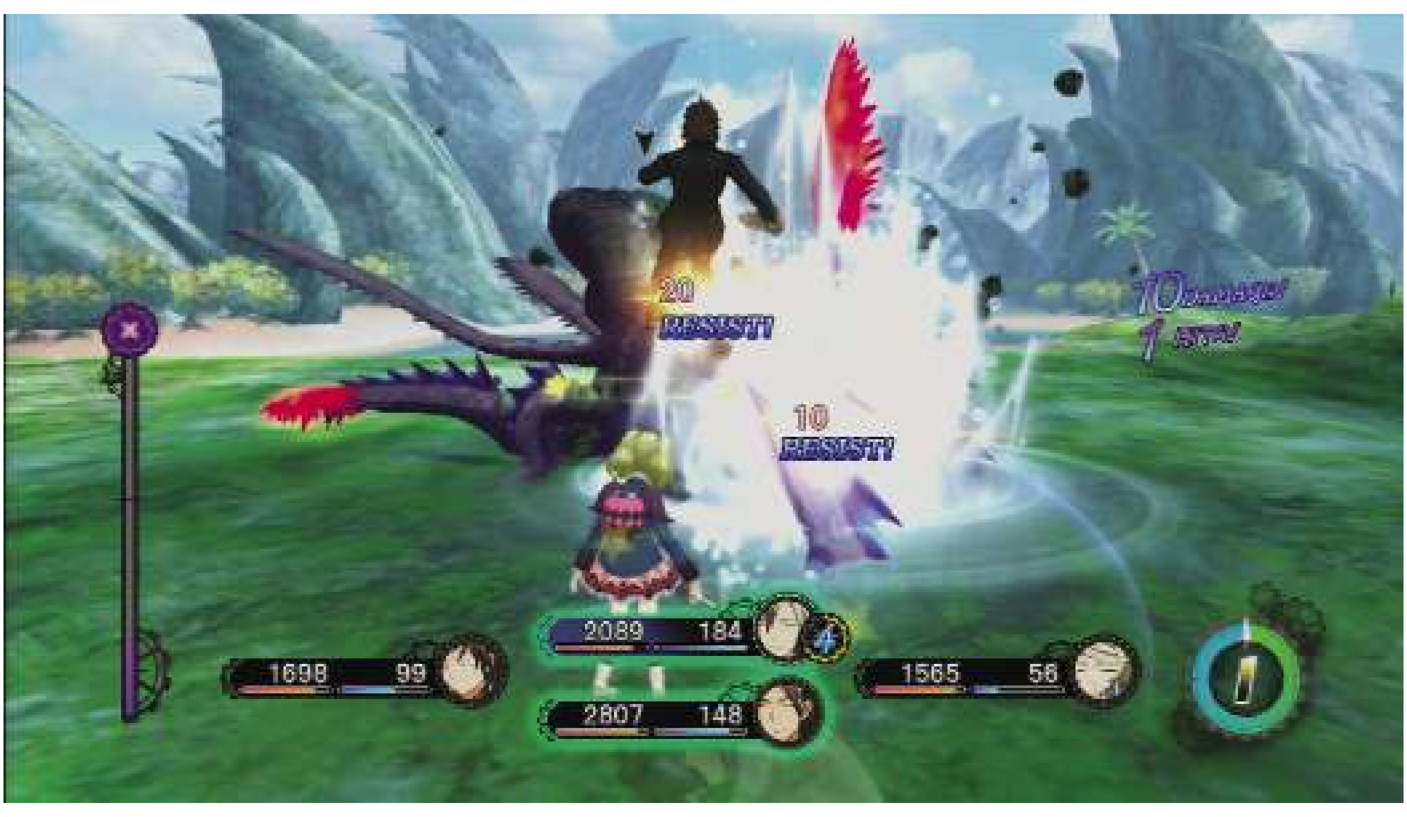


When the boss lowers his head and charges forward, block. If you were to attack it at this point, the boss would use a counterattack tackle that leaves the attacker stunned. The boss also uses some unblockable attacks, so you want to avoid fighting it head-on and at close range as much as possible. Ludger should use the sledgehammer's Hammer Toss to attack the boss outside of its attack range. Use this arte as a diversion, and when the boss shows his back to you, get close and use regular attacks. Just be careful not to run out of TP.

Attacks to Watch Out For



Aqua Laser: Fires a blast of water forward. This attack can't hit targets that are behind or to the side of the boss, so if you free run beside or behind it, it'll have trouble hitting you. It also can't hit distant targets.



Tentacle Rush: An attack that sends tentacles out of the ground to attack. They emerge at the feet of your characters, so this attack can hit you even from afar. If you see water spray emerge from the ground near you, block or get away.

EX: Absorb Damage With the Blue Cape

EX Stats			
Lv.	83–141	**Iron Stance**	400
HP	660960–1083780		
Weak	● ●		
Strong	● ●		
Drop	Kijara Fish (100%) Kijara Fish (50%)		
Steal	Life Bottle (50%)		
Rewards	280000 gald/84000 Points		

As with the first battle, you should attack from afar. Form a Fire-focused party led by Muzét and/or Milla using Sunburst. Also, if you equip the Blue Cape, which can be made through a Custom Order or won at Poker, you can absorb Water-type damage, making this battle significantly easier. Equip it to a party member who will engage the boss at close range. However, even with a Blue Cape equipped, you'll need to watch out for other attacks.

Side Quests

Wings of Light: Siennabronc!

Occurrence	
When	End of Chapter 6 onward
Location	Aladhi Trail or Sapstrath Highroad or Xagut Floodmeadow

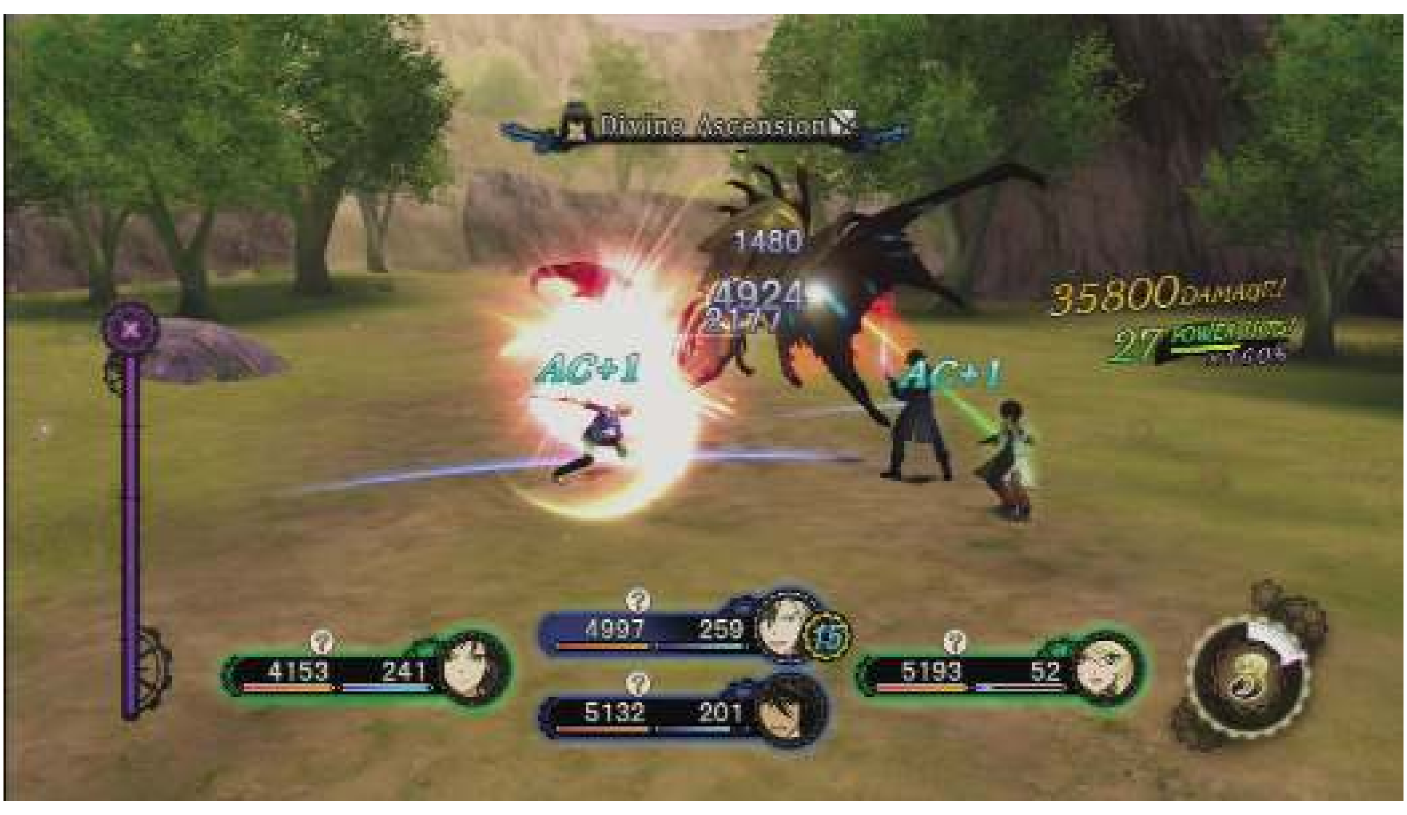
Stats			
Lv.	See chart	**Iron Stance**	300
HP	See chart		
Weak	●		
Strong	● ●		
Drop	Accel (100%) Wyvern's Claw (100%)		
Steal	Omega Elixir (50%)		
Rewards	175000 gald/52500 Points		

Prep: Battle this Boss After Level 60

This is a special boss whose strength varies based on the area in which he appears. But wherever he appears, you're unlikely to have an easy time of beating him right away. You should wait until the average level of your party members is around 60 before making the attempt. His spin attacks can stun their targets, so it's a good idea to equip Stun Bracelet and Stun Talisman accessories.

Level and HP Based on Area of First Appearance		
ALADHI TRAIL WEST BRANCH	Lv. 62–66	250800–265200 HP
SAPSTRATH HIGHROAD NORTH BRANCH	Lv. 74–78	294000–308400 HP
Xagut Floodmeadow Southeast Region	Lv. 64–69	258000–276000 HP

Tactics: The Key to Victory is Severing the Tail

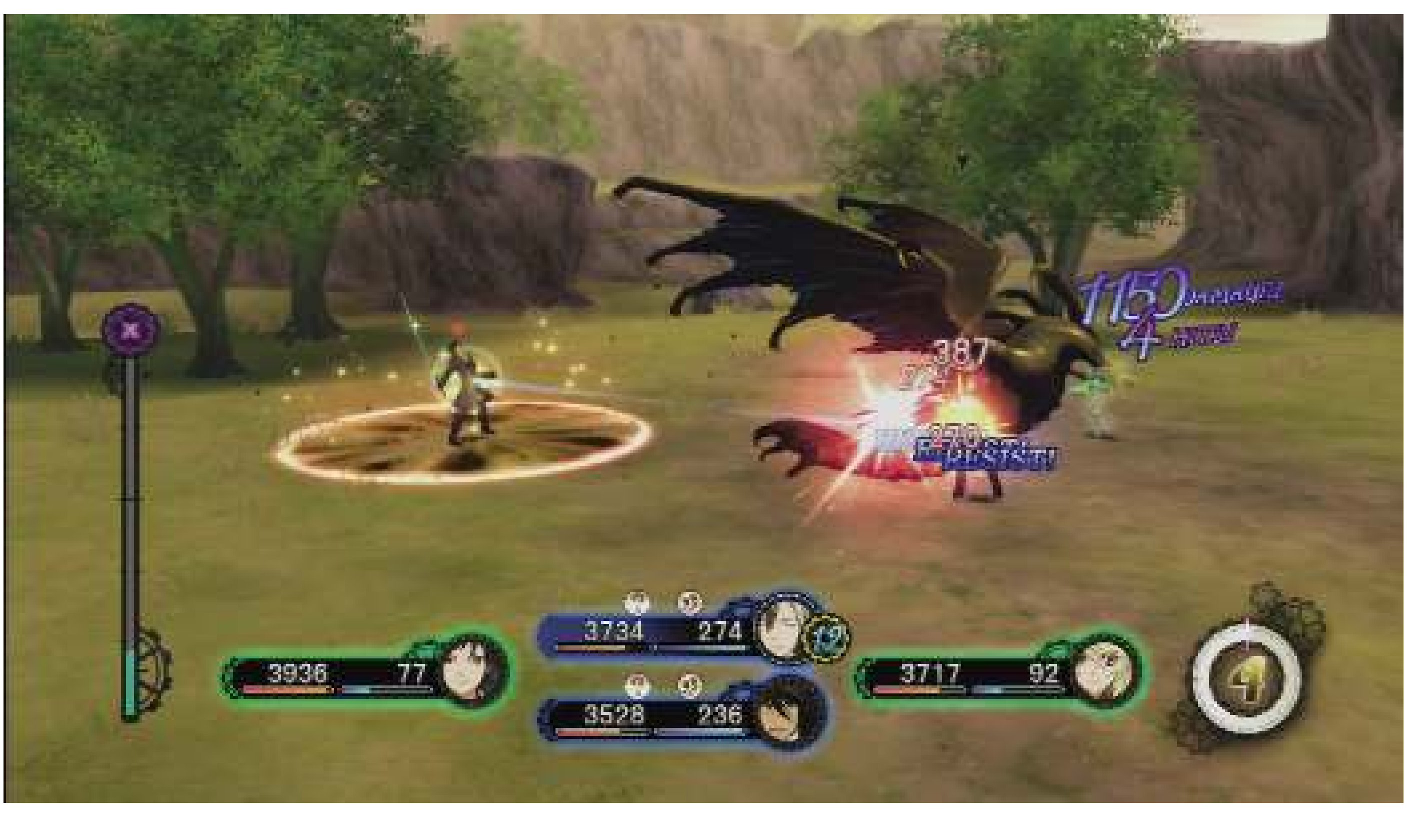


The enemy's Tail Blast attack deals heavy damage and inflicts burns, but if you continuously attack the boss's tail with slashing attacks, you can sever it, preventing it from ever using the attack again. The tail is also its weak point, so if you attack it from behind you can deal additional damage. The boss has a lot of hard-to-avoid attacks, and it can often use follow-up attacks as characters get up from being knocked down. Always recover from your falls, and when you land, immediately block or back-step.

Knockdown: Sever the Tail

When you cut off the boss's tail with slashing attacks, it will fall down and be defenseless for a while. This is your chance to deal large amounts of damage, but you should also take the opportunity to heal, as the boss gets more aggressive when it's down to 50% or less HP.

Attacks to Watch Out For



Tail Blast: This attack deals massive damage to ensnared foes and sets them aflame. But you can prevent it by severing the tail.

Spin Attack: The boss spreads its wings and spins around dealing heavy damage to anyone within its wingspan.

EX: Prioritize Raising Your Level

Stats			
Lv.	See EX chart	**Iron Stance**	600
HP	See EX chart		
Weak			
Strong	● ●		
Drop	Accel (100%) Wyvern's Claw (100%)		
Steal	Omega Elixir (50%)		
Rewards	770000 gald/231000 Points		

The boss is far stronger than the enemies around here, so you'll need to level up to match. Fight defensively; even attacking its weak point (the tail) can provoke counterattacks, making that strategy likely to backfire. Use the Impregnable Guard and Power Charge skills, continuously block its attacks, and then strike with combos it's not strong against when you see an opening.

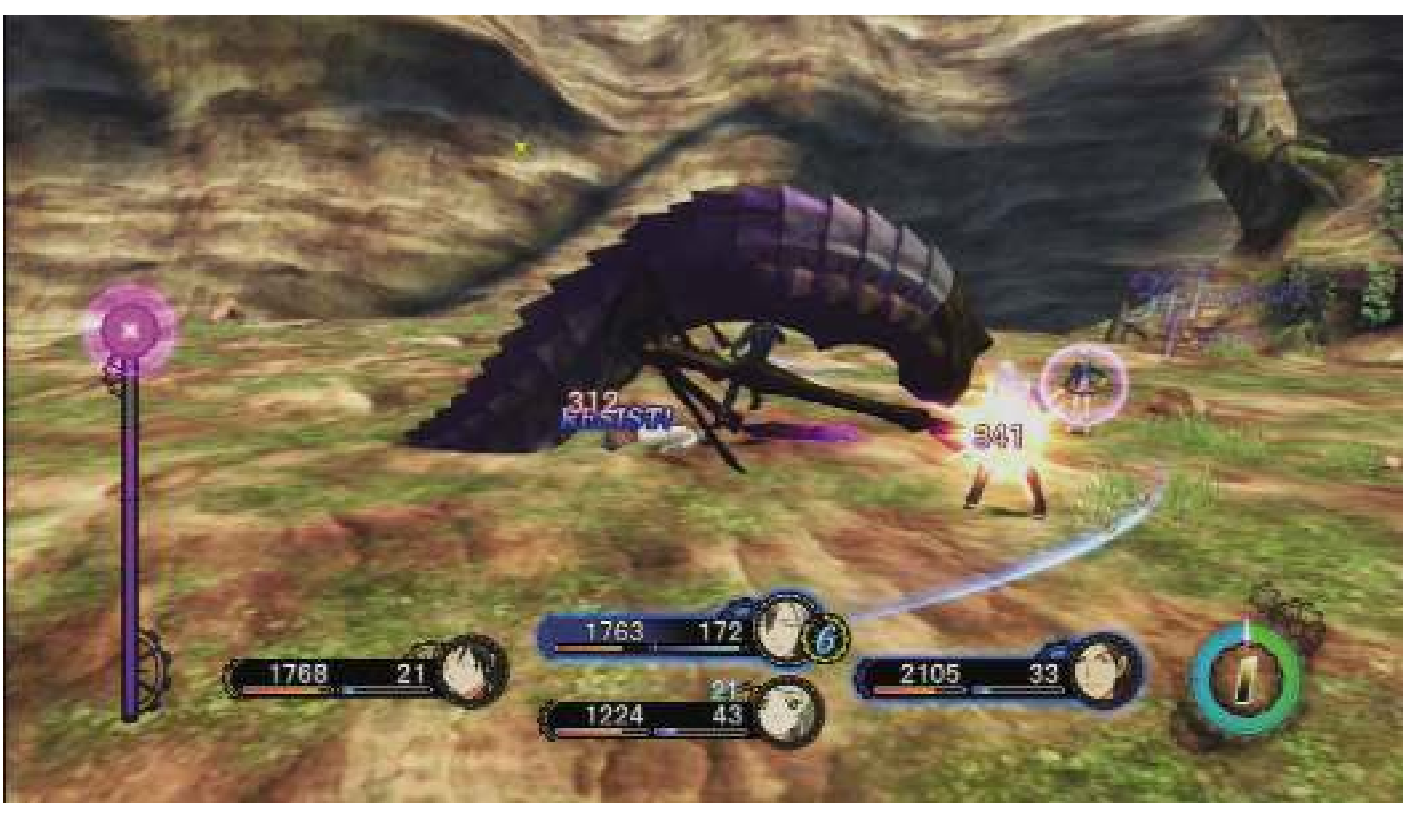
Level and HP Based EX Chart		
ALADHI TRAIL WEST BRANCH	Lv. 162–166	1527000–1563000 HP
SAPSTRATH HIGHROAD NORTH BRANCH	Lv. 174–178	1635000–1671000 HP
Xagut Floodmeadow Southeast Region	Lv. 164–169	1545000–1590000 HP

The Insectoid Terror: Moralzamm!

Occurrence	
When	End of Chapter 7 onward
Location	Bermia Gorge

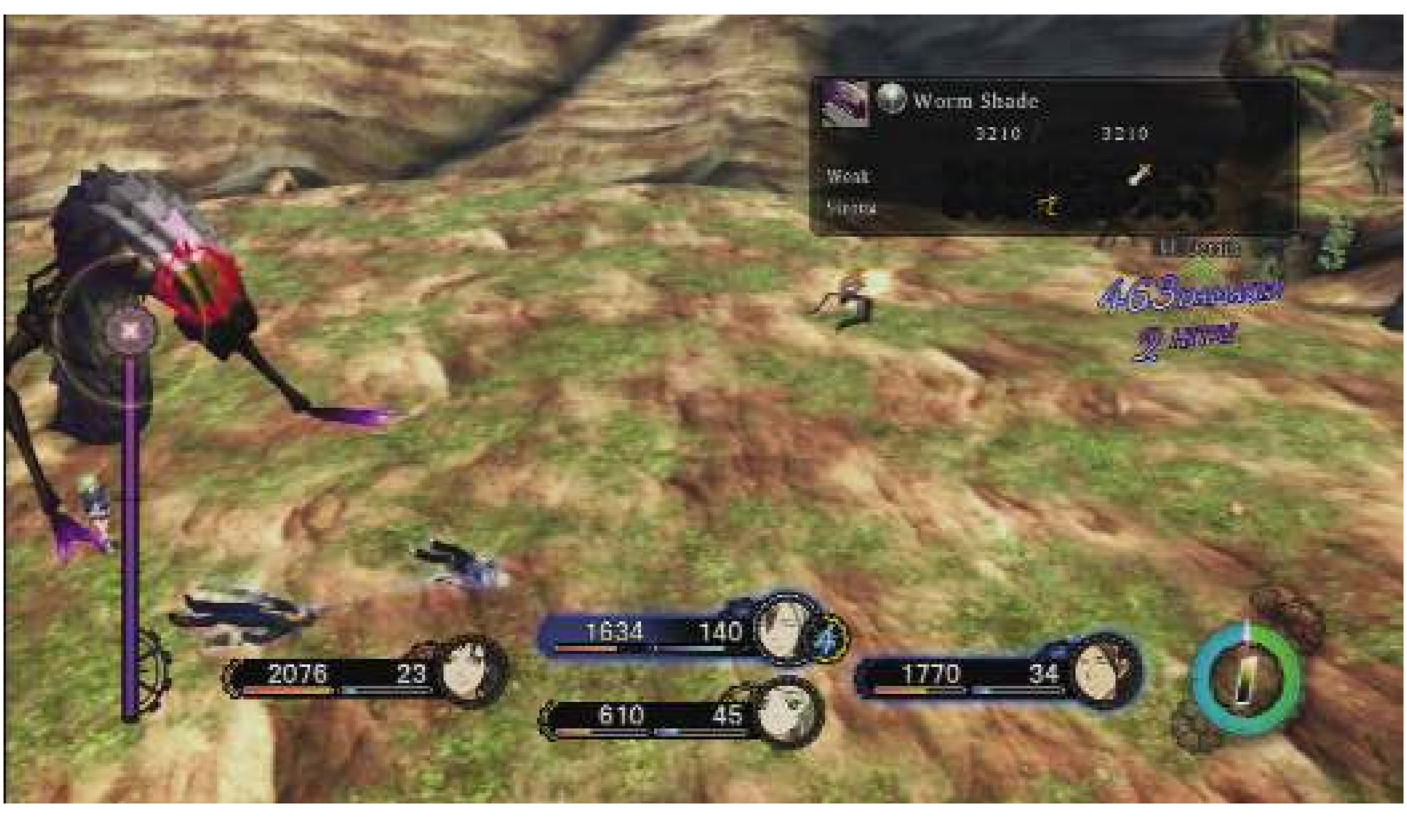
Stats			
Lv.	25–29	**Iron Stance**	400
HP	105252–118140		
Weak	●		
Strong	●		
Drop	Breath of Wind (100%) Breath of Wind (50%)		
Steal	Life Bottle (50%)		
Rewards	40000 gald/12000 Points		

Prep: Form a Party of High-HP Characters



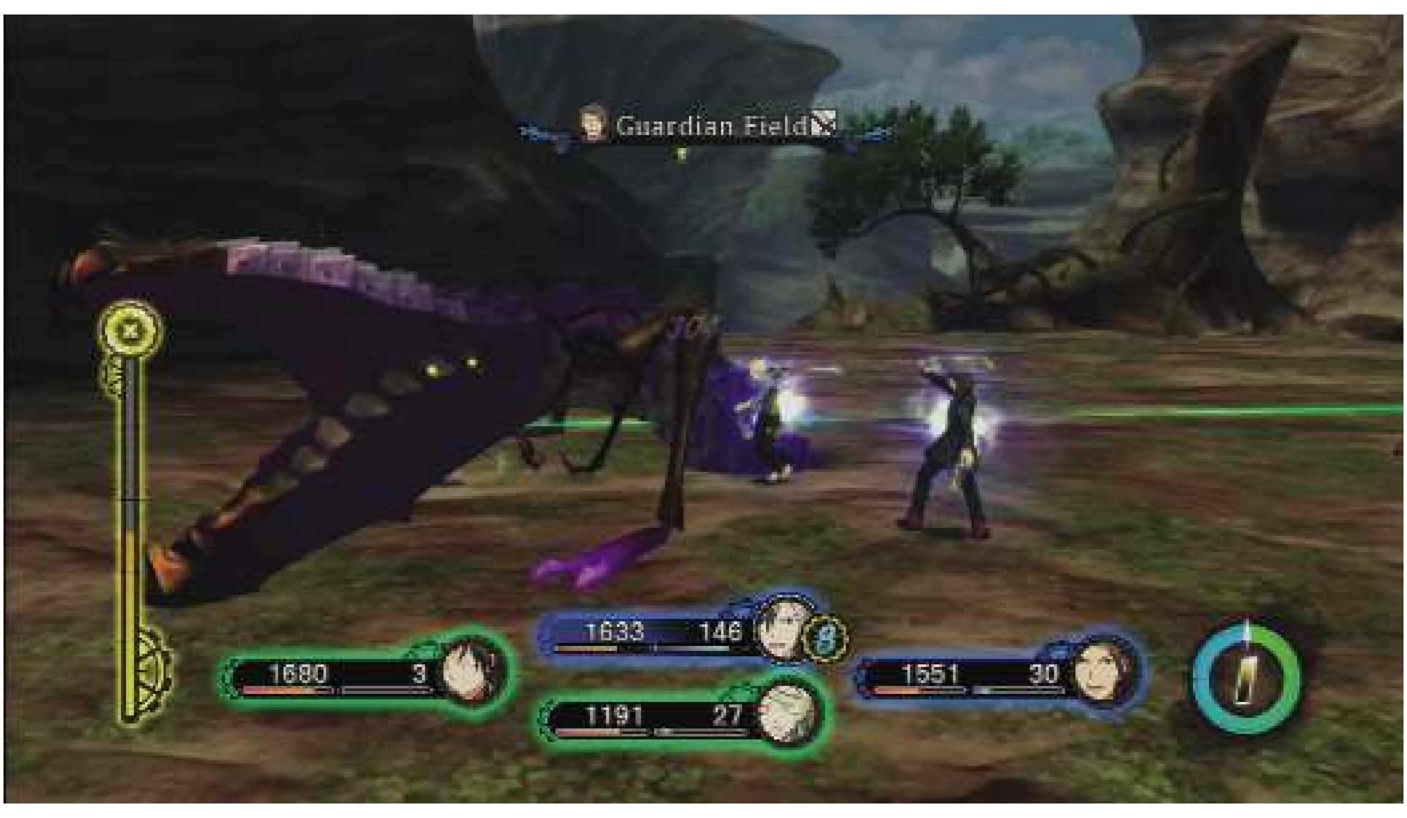
All of this boss's attacks hit over a wide area, and will often damage your entire party. It's easier for weaker characters like Elize and Rowen to get KO'd here, so form your party around tougher combatants like Jude and Alvin. It's quite possible that the boss's Round Claw attack could stun the entire party, so equip Stun Bracelet to protect against it. You'll get knocked down a lot, making Jude's Restore ability especially useful.

Tactics: Calmly Guard as You Watch Its Attack Pattern



The boss's attack patterns are fairly simple, so if you keep your distance it will be easy to find an opening. Attack its weak point with dual pistols using the Crossfire arte. Be ready to block when he burrows underground or raises his arms. When he's above ground, the boss may summon Worm Shades with its Call Out arte. If you don't switch targets to deal with them first, they'll interfere with your strategy by using Rock Trine artes.

Knockdown: Attack Its Weak Point While It's Roaring



You can perform a special knockdown by attacking its weak point (its mouth) while it's roaring. (In EX Mode this requires a Linked Arte.) It often roars after performing a Round Claw, so you may get a chance after successfully blocking that attack.

Attacks to Watch Out For

Round Claw: Swipes forward with its claws, always stunning anyone it hits. Equip the right accessories to protect yourself.

Attack from Underground: Bursts forth from the earth, knocking its targets away. It's safest to guard against this attack.

EX: Charge Up to Power Charge 3 While It's Underground

EX Stats			
Lv.	74–78	**Iron Stance**	400
HP	526260–552036		
Weak	●		
Strong	●		
Drop	Breath of Wind (100%) Breath of Wind (50%)		
Steal	Life Bottle (50%)		
Rewards	220000 gald/66000 Points		

Set all three Power Charge skills, and when the enemy burrows underground, guard to protect yourself and charge up for Power Charge 3. As soon as it resurfaces, execute an attack that targets its weakness. If the boss burrows down again, repeat. Continuously using Earth spells is another tactic, and if you can petrify the boss, even better!

Side Quests

Merciless Render: Graddic Claw!

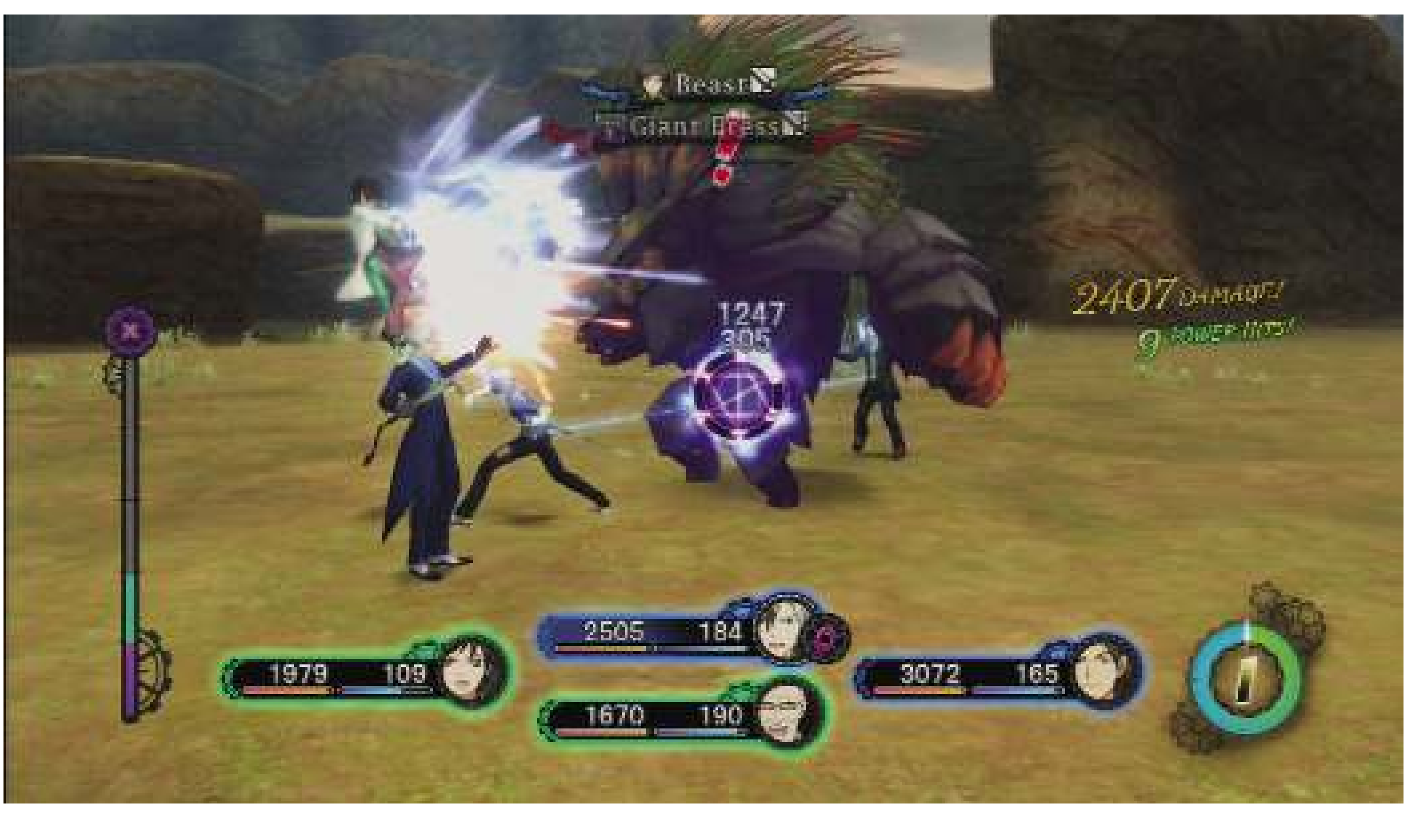
Occurrence	
When	End of Chapter 7 onward
Location	Rusalle Highroad

Stats			
Lv.	24–31	**Iron Stance**	100
HP	129960–158688		
Weak	●		
Strong	● ●		
Drop	Light-Leaf Clover (100%) Light-Leaf Clover (50%)		
Steal	Life Bottle (50%)		
Rewards	45000 gald/13500 Points		

Prep: Alvin’s Breaker Is Effective

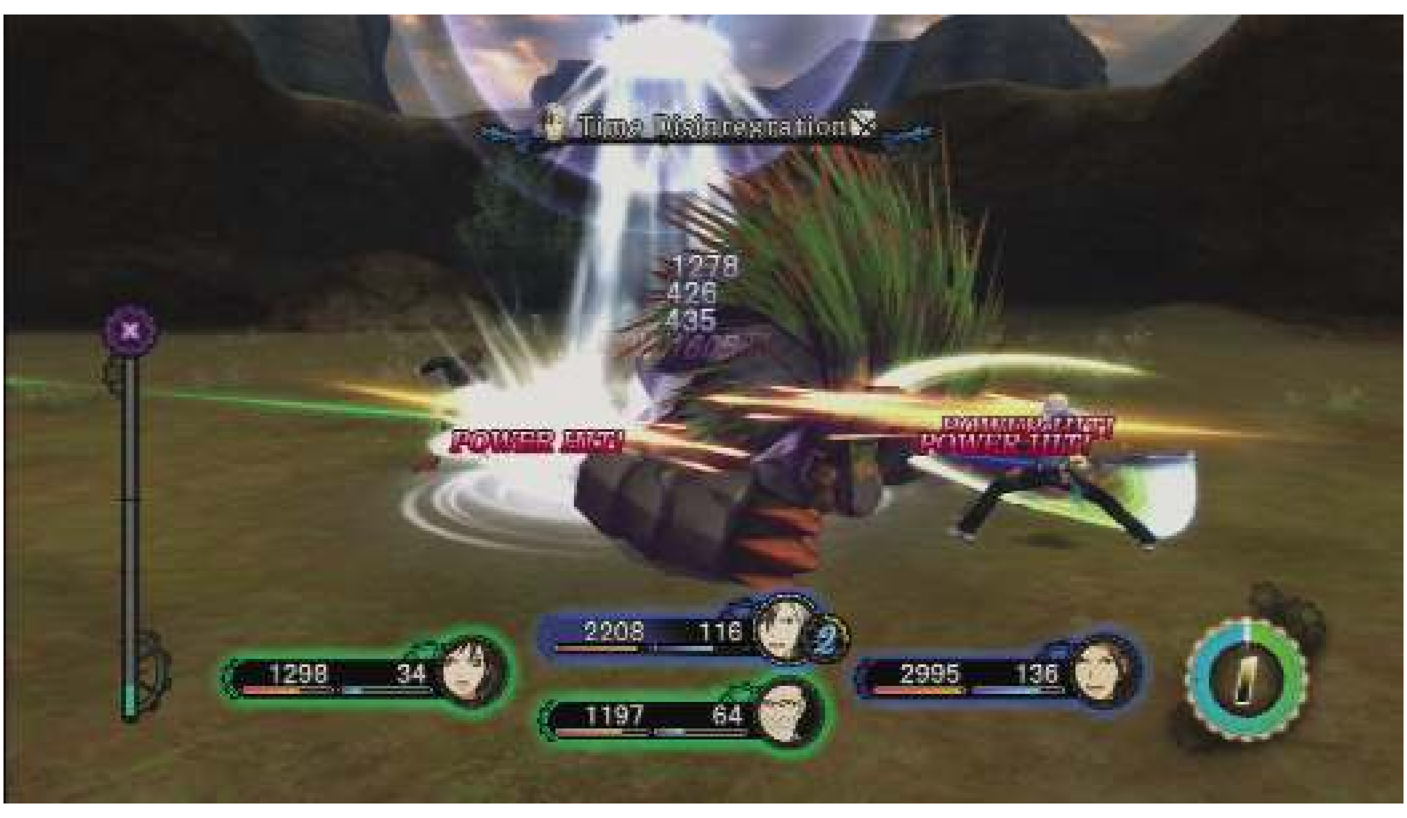
This boss is a prolific blocker, so Alvin’s Breaker ability comes in very handy. Even better, stunning the foe with a successful guard break provides an additional chance to attack. Since the boss is weak to Water, Rowen is worth using for his Splash arte. The boss does not have a very strong Iron Stance, so if you gang up on him, you should be able to stagger him easily.

Double-Team Your Foe with Alvin



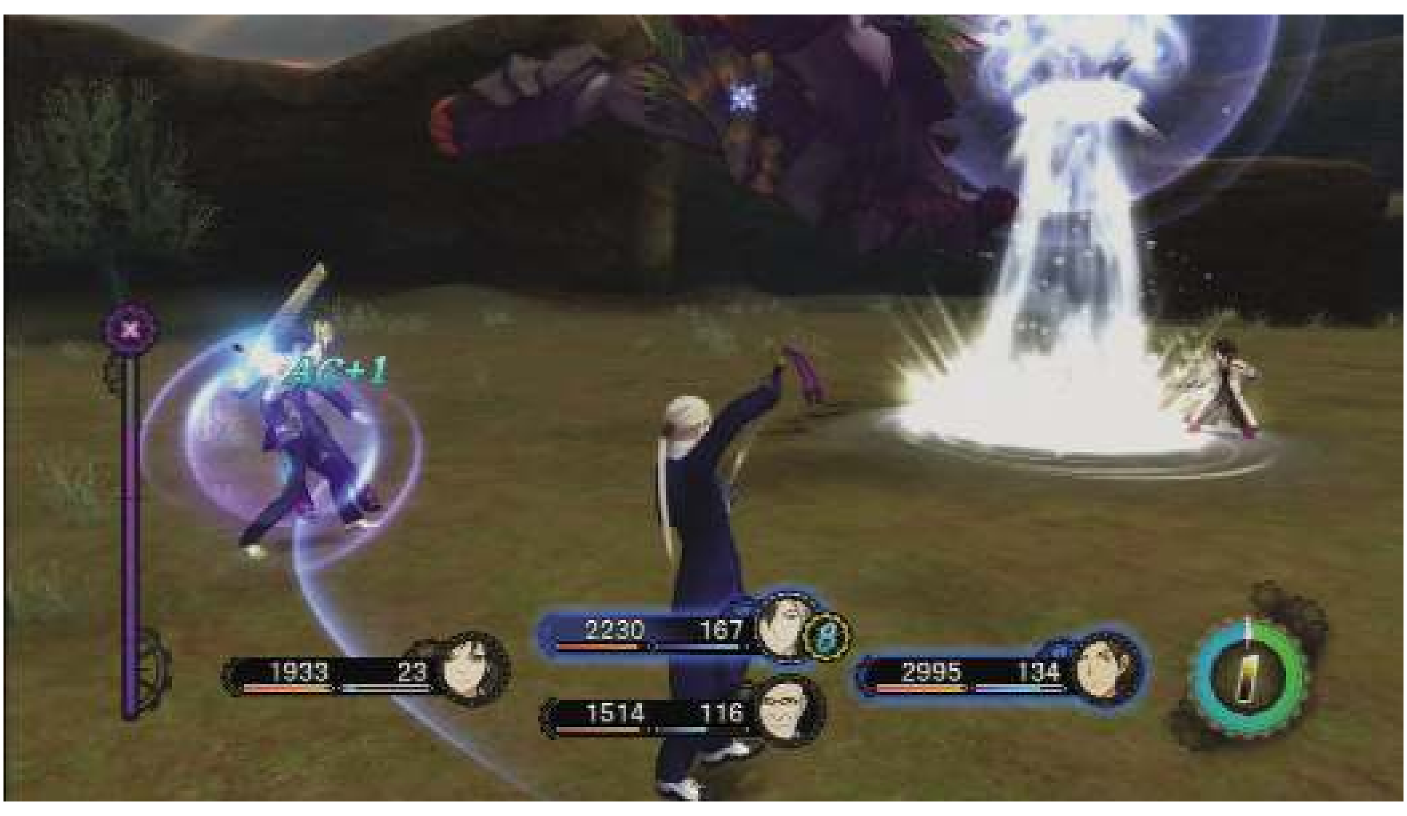
Link with Alvin at the start of the fight, and set his strategy to Act Together—Alvin will attack your foe from the foe’s opposite side. The boss can’t hit behind himself effectively, so attack from behind is very safe. Attack continuously with your dual blades, and just keep on attacking even if he guards, trusting Alvin to break it. However, the boss can hit multiple targets for heavy damage with its Giant Press attack; when you see the red ! appear above it, immediately quit attacking and flee to a safe distance.

Knockdown: Attack After a Failed Giant Press



If the boss fails to hit any targets with its Giant Press attack, it will fall down for 3–4 seconds. Hit it while it’s down for a full knockdown and a longer opportunity to attack. (In the EX battle you need to hit it with a Linked Arte.)

Attacks to Watch Out For



Giant Press: An arte in which the boss leaps up to smash down on foes. While it’s preparing the attack, use the opportunity to circle behind or beside it, or start guarding.

Assault Claw: A flurry of forward slashing claw attacks. Back-step away and put some distance between you and the boss to avoid it.

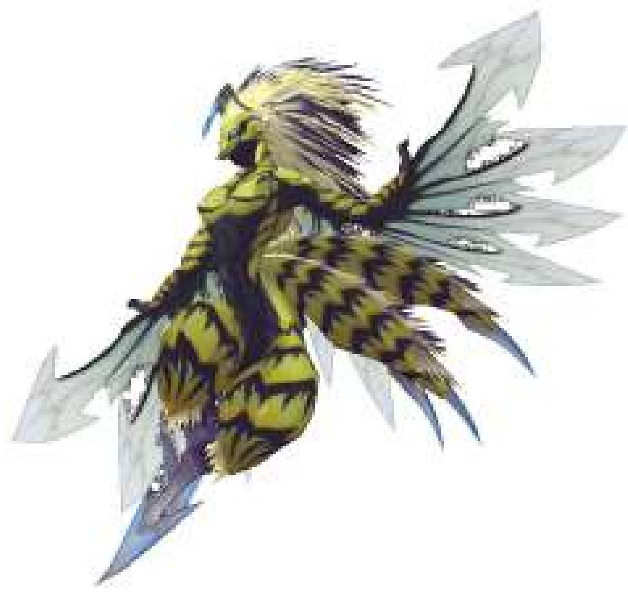
EX: Use Jude to Knock Down the Boss From Behind

EX Stats			
Lv.	93–100	**Iron Stance**	200
HP	826272–883728		
Weak	●		
Strong	● ●		
Drop	Light-Leaf Clover (100%) Light-Leaf Clover (50%)		
Steal	Life Bottle (50%)		
Rewards	260000 gald/78000 Points		

As in the first battle, you’ll want to link with Alvin to attack from behind. Ideally, you should play as Jude, using his Aqua Sweep arte to attack the enemy’s weakness for knockdowns. Once it’s knocked down, use Shattering Demon Fist with the Down Burst and Down Rush skills to deal heavy damage. Jude’s Snap Pivot is also useful for getting behind the boss. Alvin’s Breaker can be just as effective in this fight as it was the first time.

Side Quests

The Buzz of Doom: Arrow Folzam!



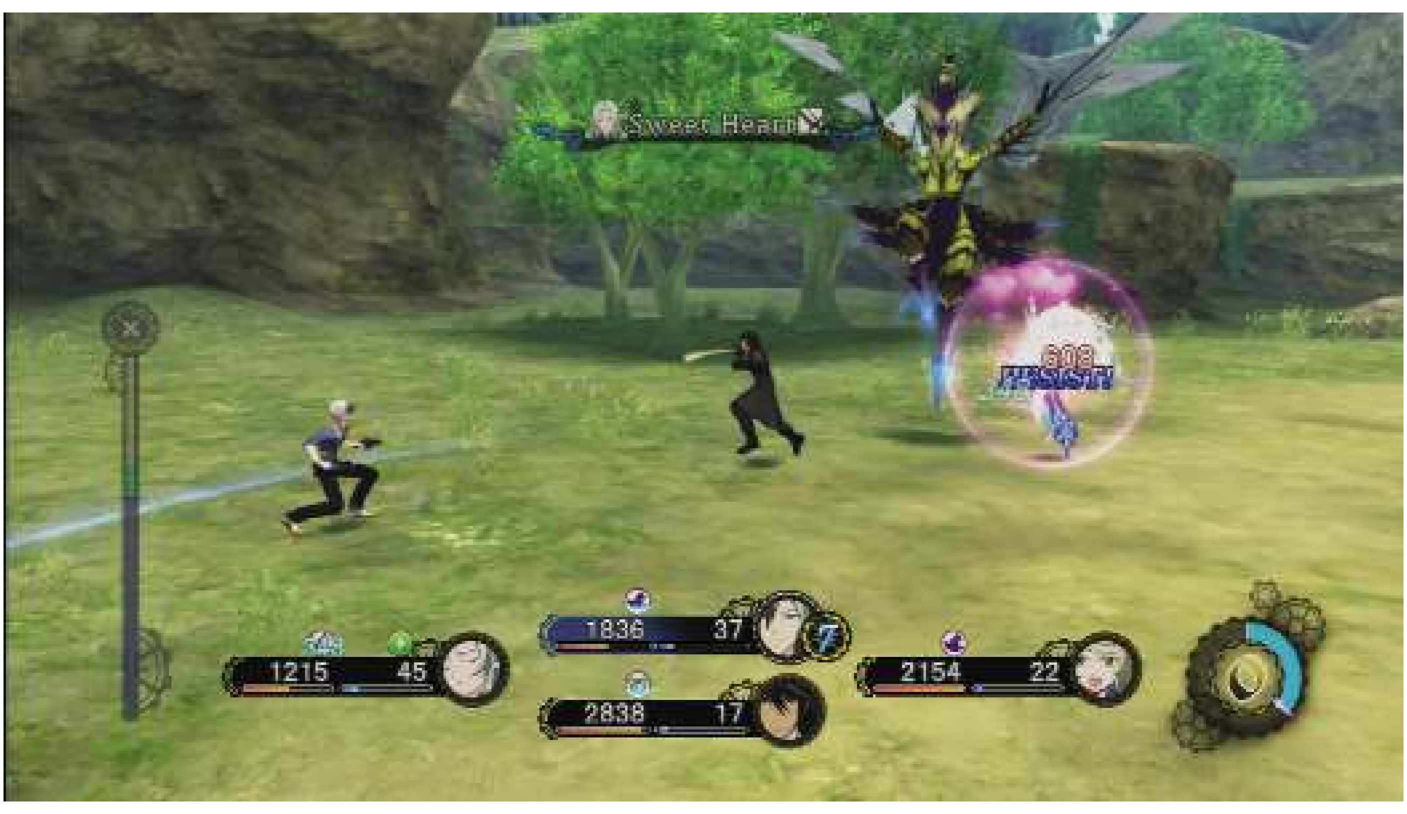
Occurrence	
When	End of Chapter 8 onward
Location	Culmar Trail

Stats			
Lv.	24–71	**Iron Stance**	200
HP	110865–275412		
Weak	● ●		
Strong	●		
Drop	Sharilton Butterfly (100%) Sharilton Butterfly (50%)		
Steal	Life Bottle (50%)		
Rewards	40000 gald/12000 Points		

Prep: Use Muzét in This Battle

At the end of Chapter 8, you'll have either Muzét or Gaius in your party. Muzét's Support Warp ability is very useful here, so you should only challenge this boss once Muzét is on your team. Also, the boss uses Wind-type attacks, so items like the Wind Cape will help keep you safe. The boss can inflict the Paralysis ailment, so bring plenty of Syrup Bottles.

Tactics: Focus on the Knockdown

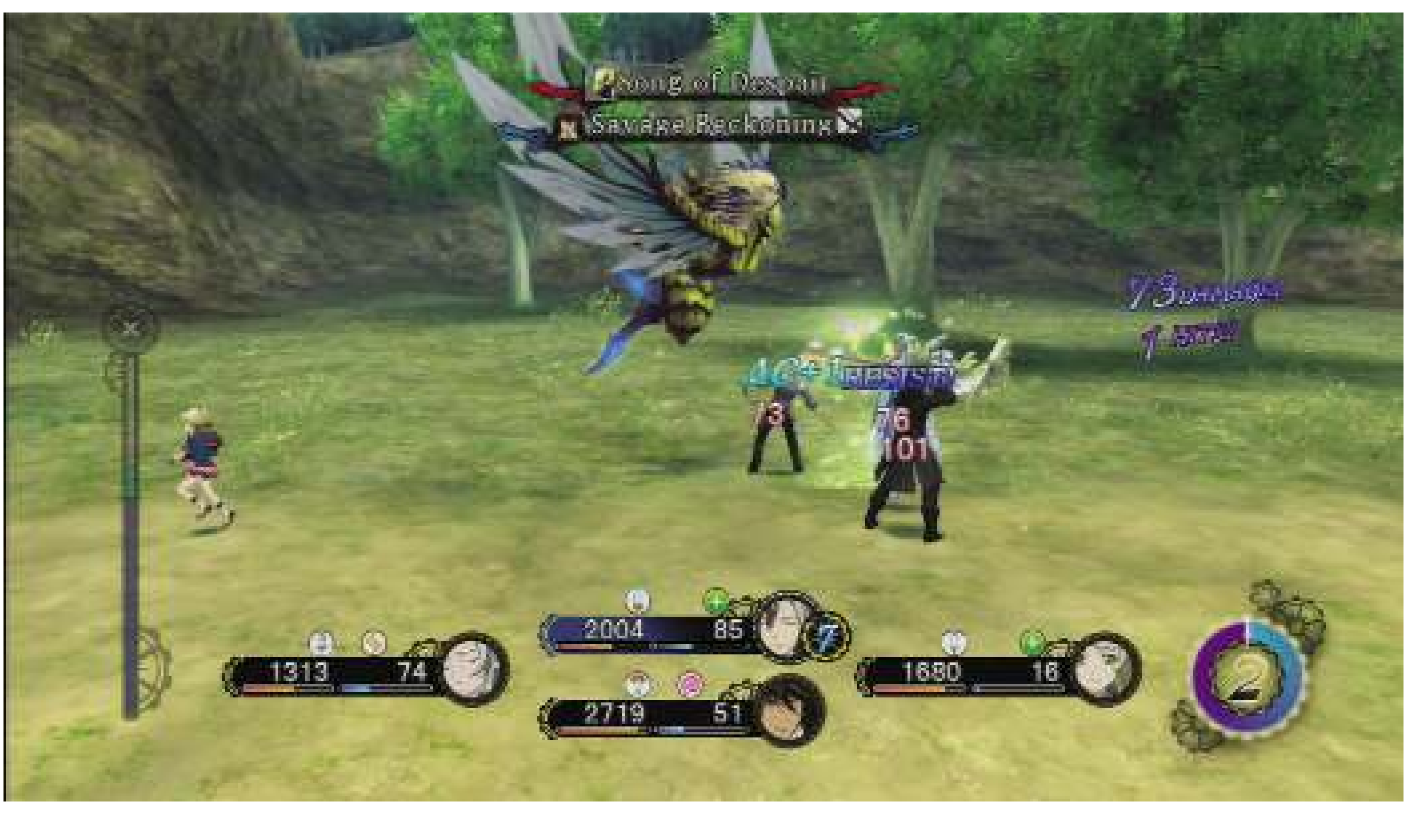


Muzét makes this knockdown easy to pull off. You can avoid the boss's Trample Drop if you back-step while linked with Muzét. When it plants into the ground, you can easily close the distance to it with a front-step, putting yourself in position for the knockdown. To ensure that your NPC comrades don't mess up your strategy by getting caught in the Trample Drop, set them all to the Protect Yourself Action setting in the Strategy options. After the boss is knocked down, switch them to Spirit Artes Only or Mainly Artes.

Knockdown: Attack After a Failed Trample Drop

After the boss uses a Trample Drop and misses, it will plant into the ground and be unable to move for 4–5 seconds. Attack it (use a Linked Arte in EX mode) for the special knockdown, then perform an all-out attack.

Attacks to Watch Out For



Song of Despair: This attack can inflict Confusion on its target. Defend yourself with a Syrup Bottle.

Trample Drop: The boss drops down from on high. Block while it's still in mid-air or get out of the way.

EX: Target Its Head with Cloud Pierce

Stats			
Lv.	93–140	**Iron Stance**	200
HP	704868–1033962		
Weak	● ●		
Strong	●		
Drop	Sharilton Butterfly (100%) Sharilton Butterfly (50%)		
Steal	Life Bottle (50%)		
Rewards	400000 gald/120000 Points		

Since you need to hit the boss with a Linked Arte to get the special knockdown in EX mode, it isn't as easy as it was the first time. Instead, use Milla's Cloud Pierce arte to target the boss's weak point, its head. While the boss is staggered by this arte, have your companions attack its elemental weaknesses. Don't forget to have Elize use Dispel to protect the party from ailments.

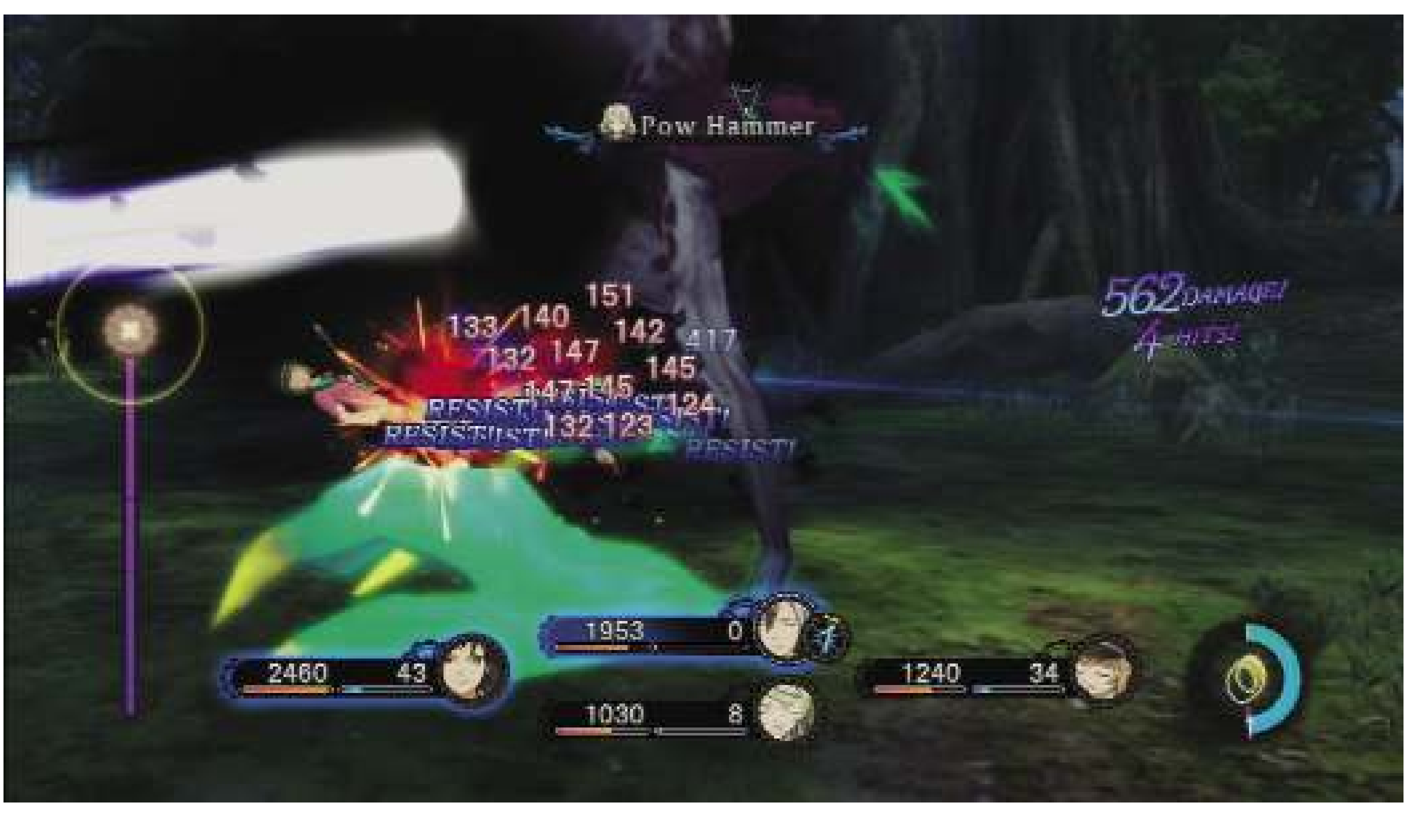
Side Quests

Grimacing Tree: Ghastly Stump!

Occurrence	
When	End of Chapter 8 onward
Location	Sapstrath Deepwood

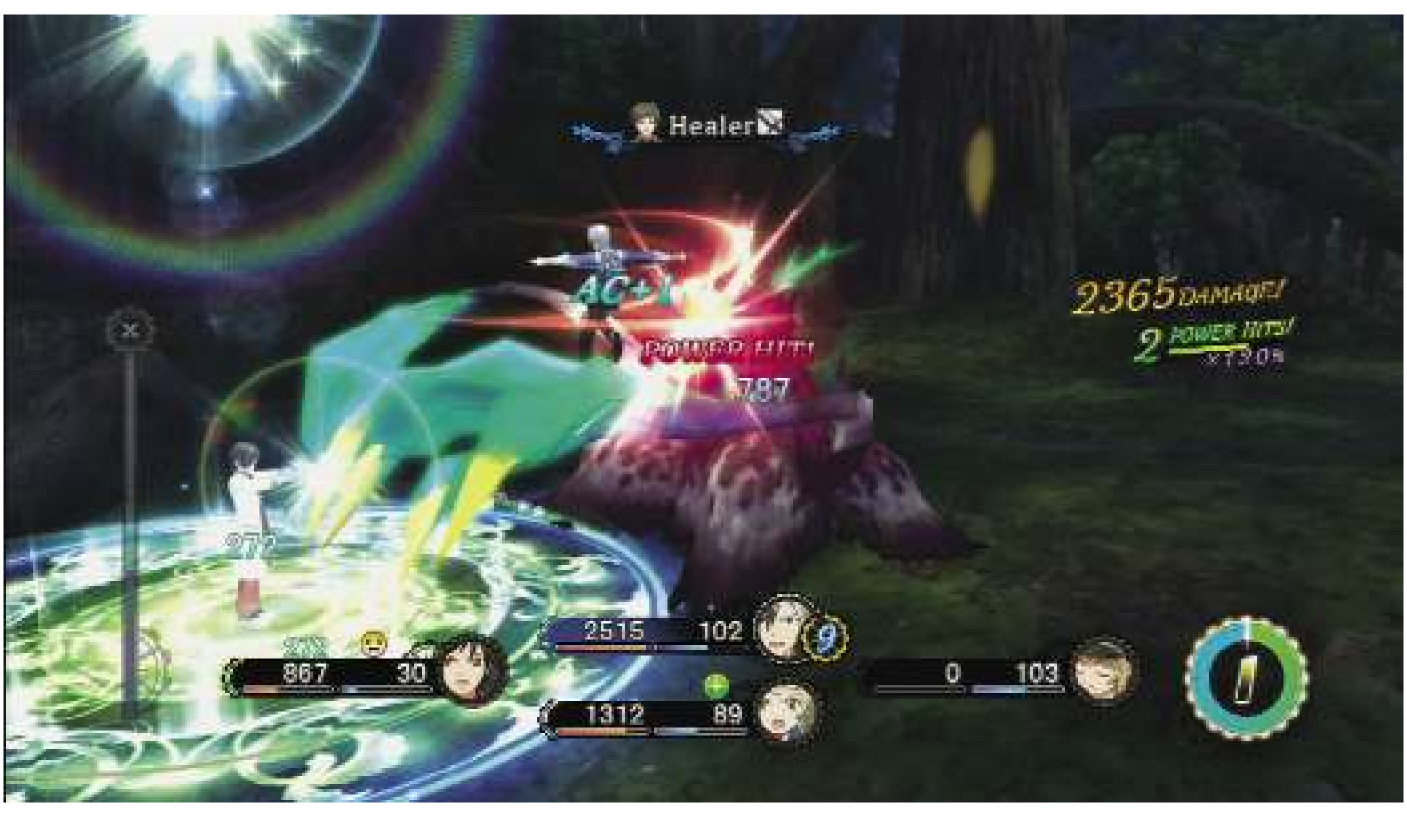
Stats			
Lv.	24–71	Iron Stance	400
HP	177840–441792		
Weak	●		
Strong	● ● ●		
Drop	Smokeshrooms (100%) Smokeshrooms (50%)		
Steal	Life Bottle (50%)		
Rewards	40000 gald/12000 Points		

Prep: Build a Party Around Elemental Weaknesses Combos



You can get a knockdown against this boss by using a combo that hits its weaknesses five consecutive times, so you'll want to field a party that can attack with a variety of damage types. You should primarily use characters that attack its weakness of Fire. You'll also want to bring plenty of Panacea Bottles. By changing weapons, Ludger should be able to pull off the five-hit combo all by himself!

Tactics: Target the Boss's Head, Then Assault It with Fire

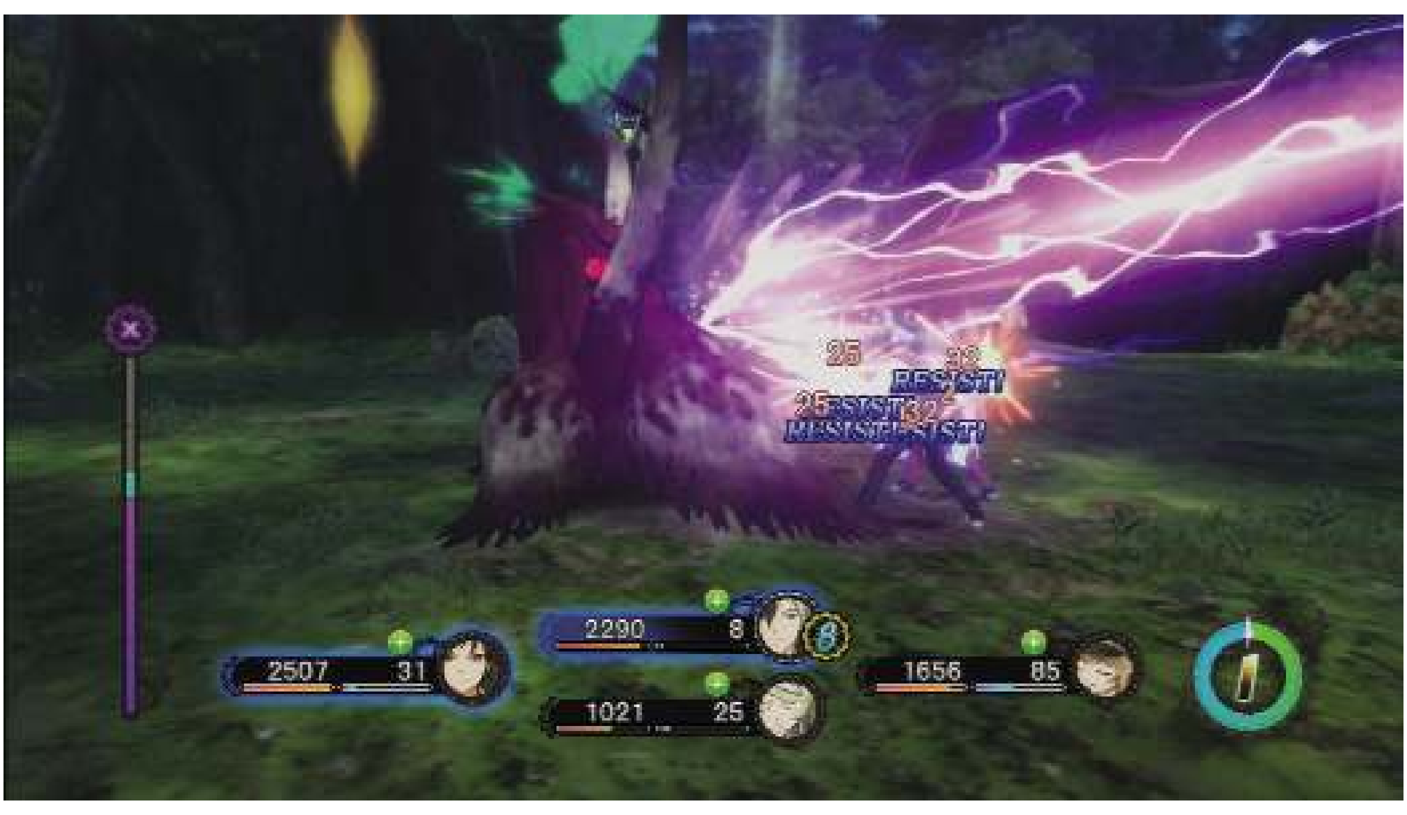


The boss is easy to stagger if you attack its head, but it's fairly high off the ground, so you'll need to use jump attacks to hit it. The best tactic is to use dual blades to attack it as you fall back to the earth, and then unleash a combo of Fire-type artes (by switching weapons) as soon as you land. When the boss reaches its Over Limit status, it will use its beam attack often, so either dodge for the duration of the Over Limit status or transform.

Knockdown: Hit It with a Combo of Five Weakness-Exploiting Hits

To get a knockdown, hit it with a combo of at least five hits that target its elemental weaknesses (in EX mode, you need to do at least nine hits). When it falls down, it will expose its head to damage from regular attacks, allowing you to do large amounts of damage.

Attacks to Watch Out For



Maximum Laser: When you see the boss plant both hands on the ground, begin blocking or evade to a position behind it.

Attack Beam: The boss thrusting both arms in front of itself is the sign for this attack. Don't try to evade; just block it.

EX: Use Power Charge 3 to Get the Knockdown

EX Stats			
Lv.	123–170	Iron Stance	400
HP	1467648–1995552		
Weak	—		
Strong	● ● ● ●		
Drop	Smokeshrooms (100%) Smokeshrooms (50%)		
Steal	Life Bottle (50%)		
Rewards	740000 gald/222000 Points		

The EX version of the boss has no elemental weaknesses, so set all three versions of Power Charge to your character. Charge Power Charge 3 while fleeing from the enemy's attacks, and then get the knockdown by hitting it with a nine-hit combo. Use the Fire artes of Milla and Muzét to inflict Burn ailment. Burning is very useful, and can deal up to 12% of its HP worth of damage, so use Fire-type attacks regularly.

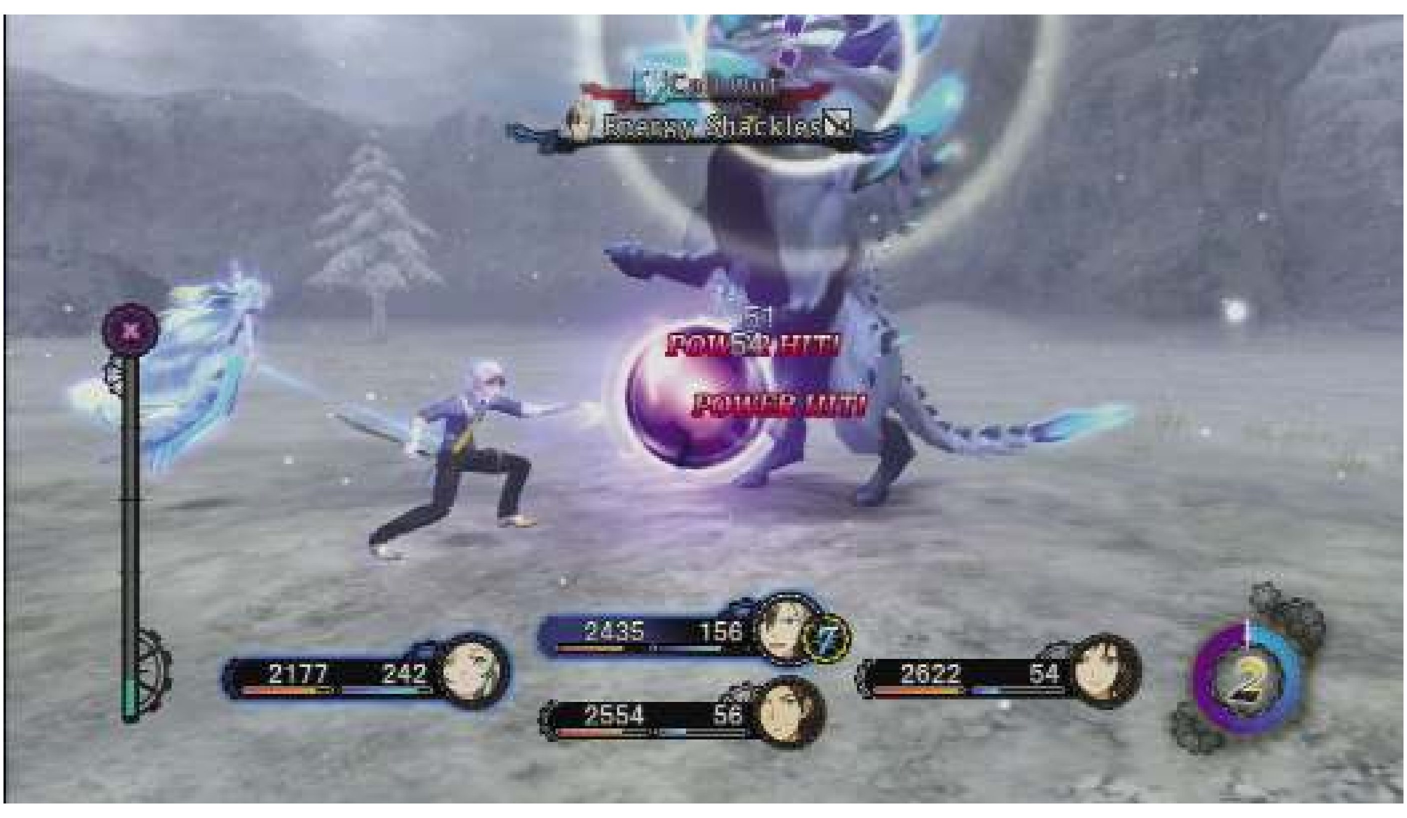
Side Quests

Raging Bull: Bluetaur!

Occurrence	
When	End of Chapter 8 onward
Location	Sillea Tundra

Stats			
Lv.	35–42	**Iron Stance**	300
HP	165504–192657		
Weak	● ●		
Strong	● ●		
Drop	Snowcrystal (100%) Snowcrystal (50%)		
Steal	Life Bottle (50%)		
Rewards	45000 gald/13500 Points		

Prep: Add Alvin and Muzét to Your Party

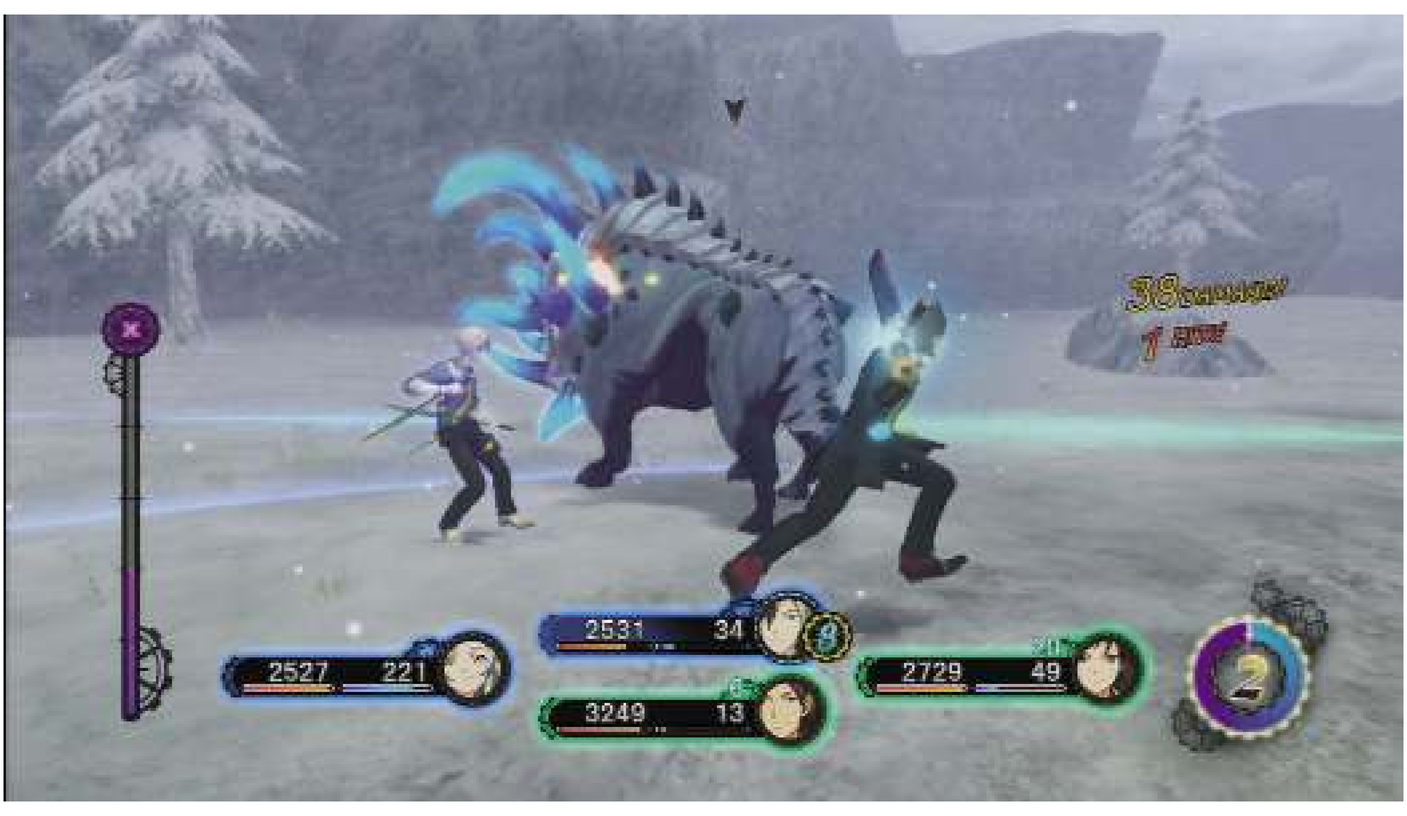


As when you fought Arrow Folzam, Muzét's Support Warp is so good here that you shouldn't challenge the boss without her. And since the boss blocks frequently, Alvin will come in handy as well. Ideally, fill out your party with Jude to handle the lesser foes that the boss summons with the Call Out arte. Ludger's Rapid Burst dual pistols arte is useful here, so learn that first.

Tactics: Exploit the Boss's Weakness From Afar

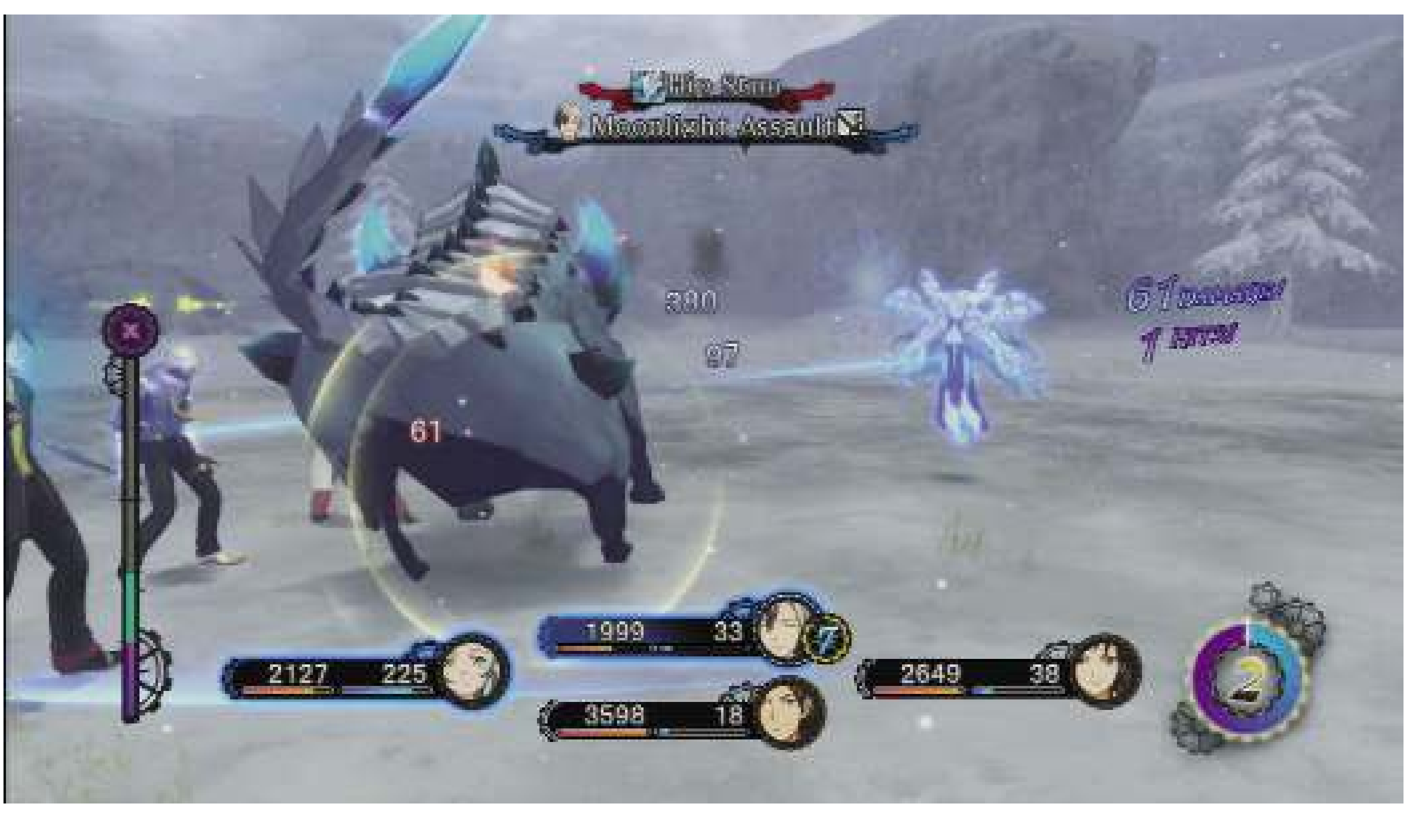
Because the boss is weak to both Fire and Wind, Ludger's Rapid Burst dual pistols arte is very useful. Battling from afar, alternate between normal attacks and Rapid Burst, and when the boss moves in, use Support Warp to back-step away. Once you've punched through its Iron Stance, move in, and switch to Alvin so you can fight through the enemy's blocks. If the boss summons a Terra Goblin with its Call Out arte, defeat the goblin quickly before it can use Air Pressure.

Knockdown: Attack After the Boss's Charge



Attack the boss when it's shaking its head after a charge attack for a knockdown. (You'll need to use a Linked Arte in EX Mode.) If one of your party members is hit by the charge, the boss won't shake his head, so wait until the boss is targeting the player character, evade its charge with free run, and then counterattack.

Attacks to Watch Out For



Call Out: The boss summons Terra Ribbit, Terra Polwigle, or Terra Goblin.

Hip Stun: Stuns any targets it hits. This attack can be executed very quickly, so you'll need to block the instant the ! appears.

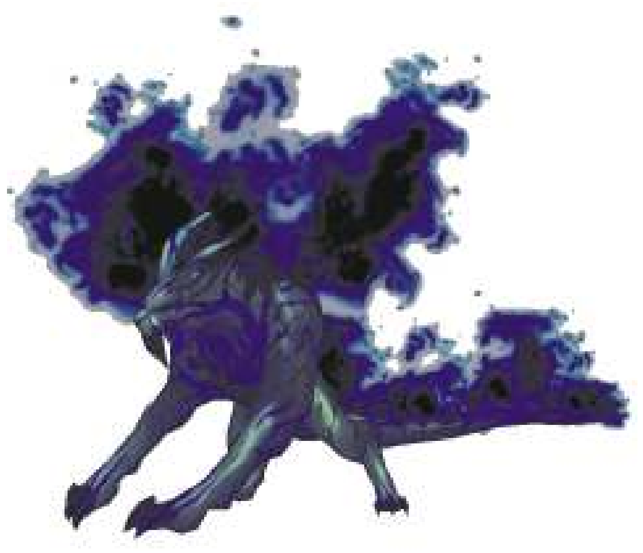
EX: Use the Same Strategy as Before

Ex Stats			
Lv.	104–111	**Iron Stance**	300
HP	866310–920616		
Weak	● ●		
Strong	● ●		
Drop	Snowcrystal (100%) Snowcrystal (50%)		
Steal	Life Bottle (50%)		
Rewards	360000 gald/108000 Points		

As you did the first time you fought this boss, link with Muzét and attack with Rapid Burst. If the boss blocks, switch your partner to Alvin. When you have a chance to use a Linked Arte, combo a Rapid Burst into the Bullet Fiesta Linked Arte with Alvin. This has a good chance of petrifying the boss, giving you an opportunity to go all out on offense.

Side Quests

Fire Down Below: Dark Teagle!



Occurrence	
When	End of Chapter 8 onward
Location	Fezebel Marsh

Stats			
Lv.	35–42	**Iron Stance**	200
HP	158208–184164		
Weak	● ●		
Strong	●		
Drop	Golden Frog Egg (100%) Golden Frog Egg (50%)		
Steal	Life Bottle (50%)		
Rewards	50000 gald/15000 Points		

Prep: Build Your Party Around the Enemy's Attacks

Support Warp
Azure Edge
AC+1
1637
POWER HIT!
2949 100
3584 211
1308 288
2729 177
2

The boss's Impact move deals heavy damage over a wide area and can petrify its victims. Use Muzét in this battle so that you can evade the attack with her Support Warp ability. Due to his continuous onslaught of attacks, it can also be difficult to launch attacks against this boss. Have Ludger team up with Gaius to use the Phalanx Linked Arte, which will allow them to strike without fear of being staggered by the boss. The boss is weak to Wind and Darkness so use Milla in this battle for her ability to use Wind Blade.

Tactics: Evade the Boss's Attacks Without Blocking

Crimson Fury
Blue Sphere
AC+1
876
876 DAMAGE!
1 POWER HIT!
2578 92
2803 158
1843 154
2257 106
2

The boss moves quickly and uses a number of unblockable attacks. Evade its strikes by using Support Warp back-steps, and when the boss stops moving, move in with a front-step and attack with the Wind-type Azure Edge. After the boss uses Impact, just as the rocks disappear, front-step in and attack for the special knockdown. The boss can summon Faud Djinn with Call Out, but it should be safe enough to deal with them after you bring down the boss.

Knockdown: Strike After Impact Attack

Attack the boss when it stops moving immediately after an Impact attack. (In EX mode, you'll need to use a Linked Arte.) Note that any contact with the rocks it generates will deal heavy damage, so do not approach until the rocks disappear.

Attacks to Watch Out For

Support Warp
3226 76
3681 188
1881 282
1933 159
2

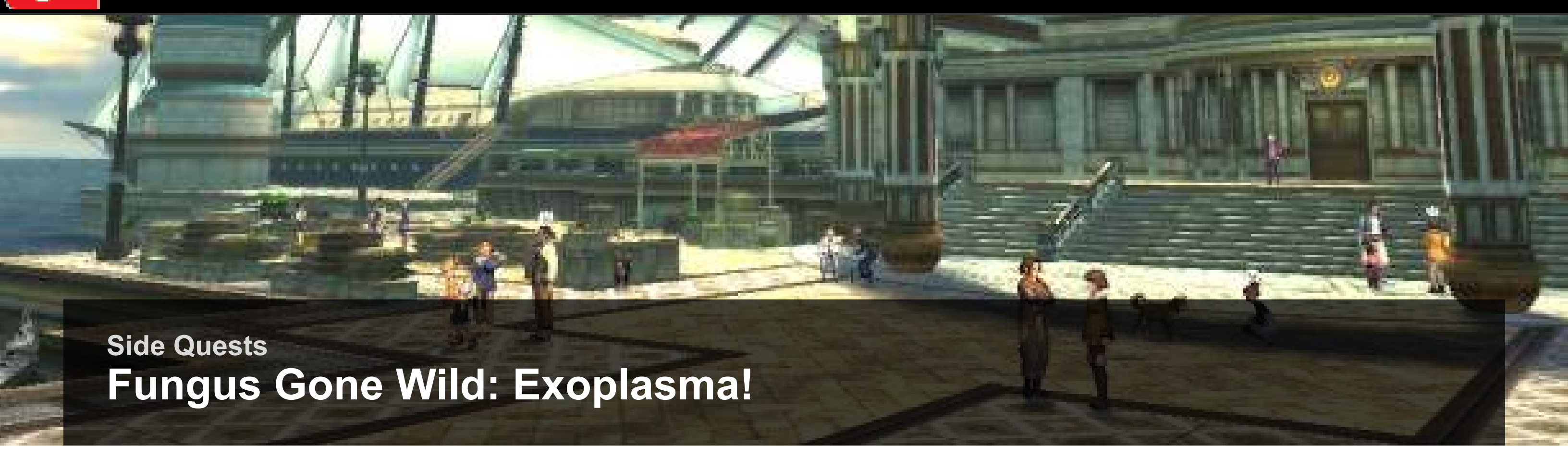
Impact: The impact of the boss's attack scatters rocky debris. This attack cannot be blocked, so when the boss leaps up take immediate and drastic evasive action.

Bite: This is another unblockable attack. When the boss moves in to strike, circle around to its side for a counterattack.

EX: Launch Weakness-Exploiting Combos with Linked Artes

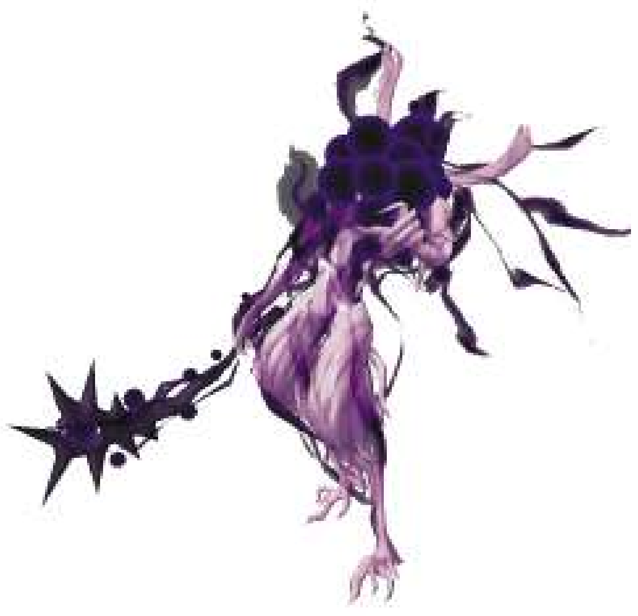
EX Stats			
Lv.	104–111	**Iron Stance**	200
HP	826110–877896		
Weak	● ●		
Strong	● ●		
Drop	Golden Frog Egg (100%) Golden Frog Egg (50%)		
Steal	Life Bottle (50%)		
Rewards	340000 gald/102000 Points		

The basic tactics are the same as the first battle, but this time you'll want Elize on your team. When your Linked Artes gauge is full, use Support Warp to get in close to the boss, then switch your partner to Elize and chain the Linked Arte Dark Projection from the Swift Strike arte. Dark Projection will knock the boss down, so use Ludger's w and u dual blades attack to prop up the fallen foe and continue your weakness-exploiting combo. Defend against the Faud Djinn's artes with Rowen's Auto Magic Guard.



Side Quests

Fungus Gone Wild: Exoplasma!



Occurrence	
When	End of Chapter 9 onward
Location	Labari Hollow

Stats			
Lv.	49–86	**Iron Stance**	0
HP	459000–758700		
Absorbs	All		
Drop	Prototype Booster (100%) Prototype Booster (50%)		
Steal	Life Bottle (50%)		
Rewards	175000 gald/52500 Points		

Prep: Attack Weaknesses with Power Charge

Recovery Ring

This boss is a formidable opponent that can absorb every damage type. To reduce its HP, you need to let it use its Freedom Gaze arte, which divides it into two separate entities that are capable of taking damage. However, another option is to use the skills Power Charge 2 and 3, which allow you to ignore enemy resistances and deal weakness-exploiting damage regardless. Make sure the character you choose to play has these skills equipped! Only challenge the boss after you've learned Power Charge 3 at level 40.

Tactics: Defend Yourself as You Prepare for a Rapid Victory

Falling Thunder

To charge up Power Charge 3, move while guarding, taking care not to get guard-broken. To ensure your comrades don't heal the boss by attacking it, set their strategy to Spread Out. With this done, wait for the boss to attack, then begin your attack. Continue your combo for as long as you can, using a variety of damage types. If you don't use the Power Charge strategy, you'll have to defeat its two separated forms. One form is weak to Fire, Wind, and Light, while the other is weak to Water, Earth, and Darkness. Continuously attack them, and when the boss is low on HP, have Ludger transform to finish it off with his transformed state type-less damage. The surviving form will also be able to divide itself, so try to whittle down the HP of both forms and kill them together.

Attacks to Watch Out For

Rolling Spin
Apple Gel

Rolling Spin: This attack has a wide area of effect, and if you don't block its first hit, you won't be able to block the subsequent hits either. Only the combined form uses this attack, so you don't need to worry about it after it divides.

Electroshock Skull: An attack that can inflict Burn and Paralysis ailments. When you see the boss put its hand(s) to its chest, immediately block or take drastic evasive action with free run and/or quick-steps.

EX: Keep the Boss Divided

EX Stats			
Lv.	118–155	**Iron Stance**	0
HP	1017900–1317600		
Absorbs	All		
Drop	Prototype Booster (100%) Prototype Booster (50%)		
Steal	Life Bottle (50%)		
Rewards	500000 gald/150000 Points		

As before, use the Power Charge strategy to kill the boss. However, the divided forms of the two bosses that appear are significantly stronger, and if you end up surrounded by three forms of the boss, you could be wiped out in seconds. To keep them from ganging up, set the party to Spread Out and use free run to lure them throughout the battlefield when necessary. The damage from Rolling Spin is particularly heavy, so be especially careful of the boss's combined form.

Side Quests

Deceptive Beauty: Veywind Stinger!

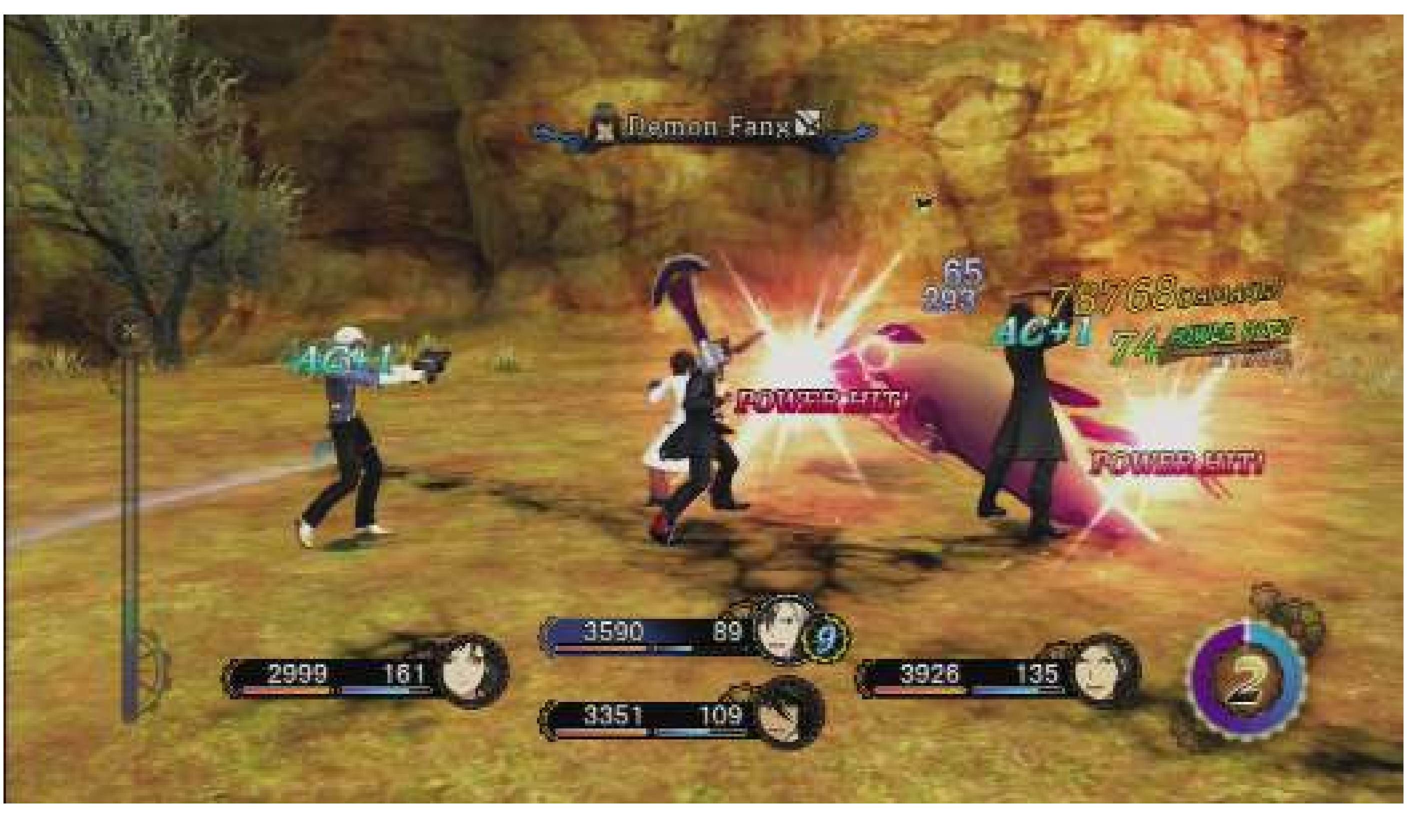
Occurrence	
When	End of Chapter 9 onward
Location	Dimensional Breach

Stats			
Lv.	42–46	Iron Stance	120
HP	195786–211554		
Weak	● ● ●		
Strong	● ● ● ● ● ●		
Drop	Wild Gold Dust (100%) Wild Gold Dust (50%)		
Steal	Life Bottle (50%)		
Rewards	50000 gald/15000 Points		

Prep: Create a Party That Excels at Physical Attacks

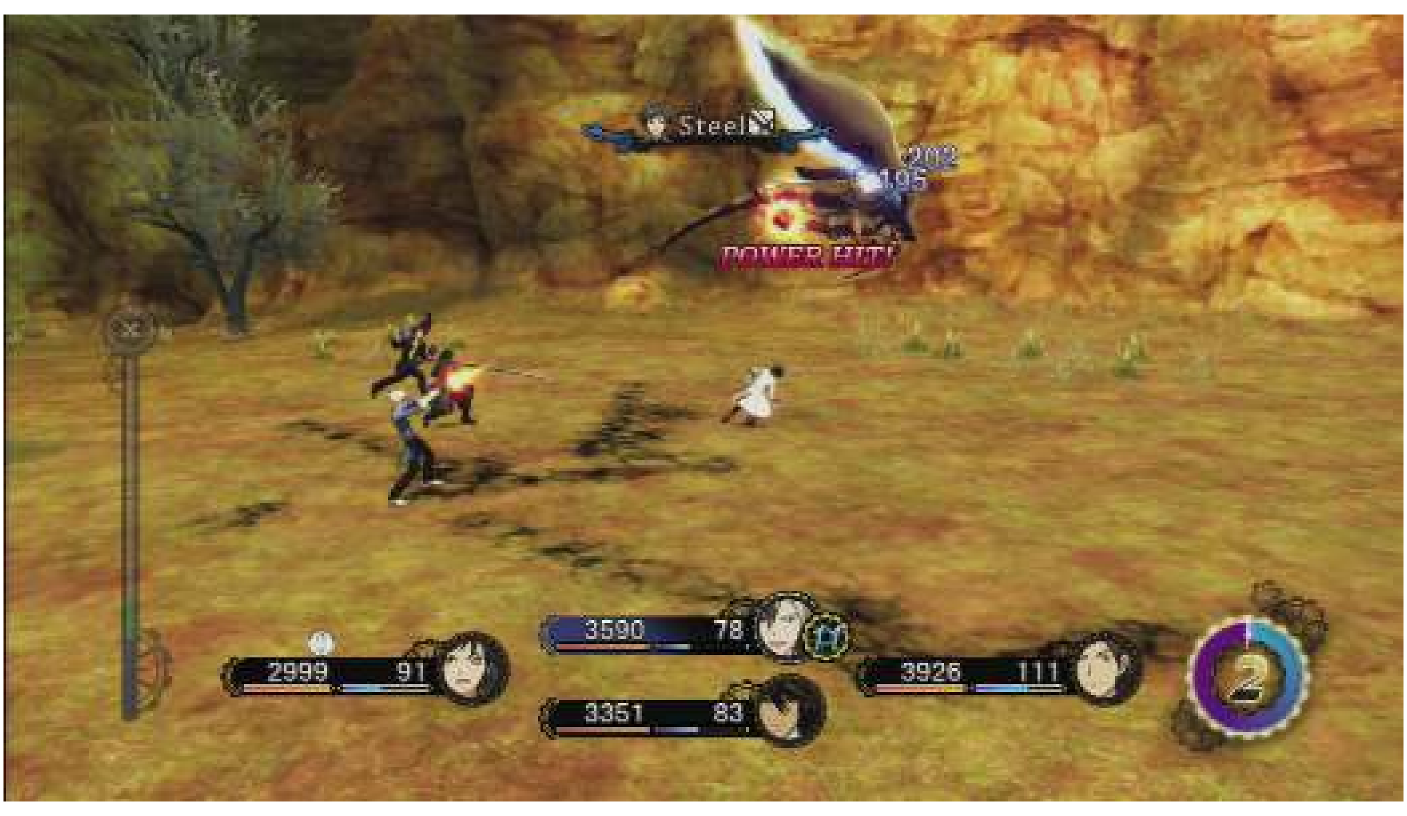
This boss has resistance to all damage types except for slash, strike, and shot. In other words, it's only weak to physical damage, so form a party of Alvin, Gaius, and Jude. Make sure that no one is wielding weapons with elemental types, and that they've been set to not use their artes.

Tactics: Shoot Its Wings From Afar



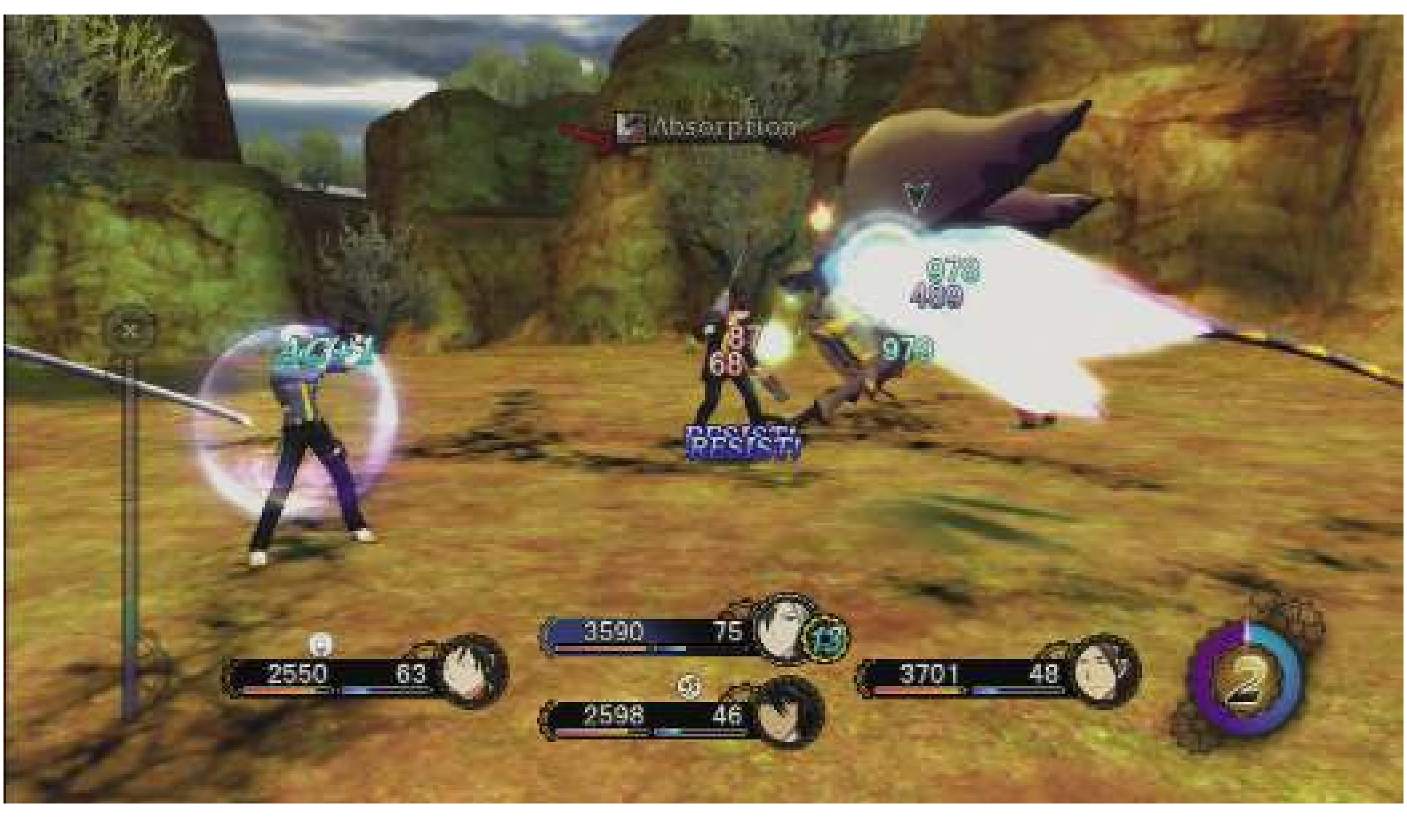
This boss's weak point is its wings, and shooting them both staggers the boss and sets up its special knockdown. Fight from afar, but circle around to the boss's side and fire at it with regular attacks. Once the boss is staggered and your allies are piling on, move in closer and begin using weakness-exploiting attack combos. However, when you see the red ! appear and the boss flies up high, it will be weak only to gun damage, so continuously pepper it with regular gun attacks.

Knockdown: Shoot It with Guns While in Flight



After the red ! appears above it, the boss will fly to a higher altitude than usual. While in flight it will only move and not attack. Continuously hit it with gunshots for the knockdown.

Attacks to Watch Out For



Absorption: This attack paralyzes its target. It can only hit you if you are in front of the boss, so circle behind or beside the boss.

Whirlwind Attack: This attack unleashes a large whirlwind in front of the boss. Its range is long and wide, so take drastic evasive action.

EX: Use More Powerful Gun Attacks

EX Stats			
Lv.	91–95	Iron Stance	350
HP	777888–809424		
Weak	● ● ●		
Strong	● ● ● ● ● ●		
Drop	Wild Gold Dust (100%) Wild Gold Dust (50%)		
Steal	Life Bottle (50%)		
Rewards	300000 gald/90000 Points		

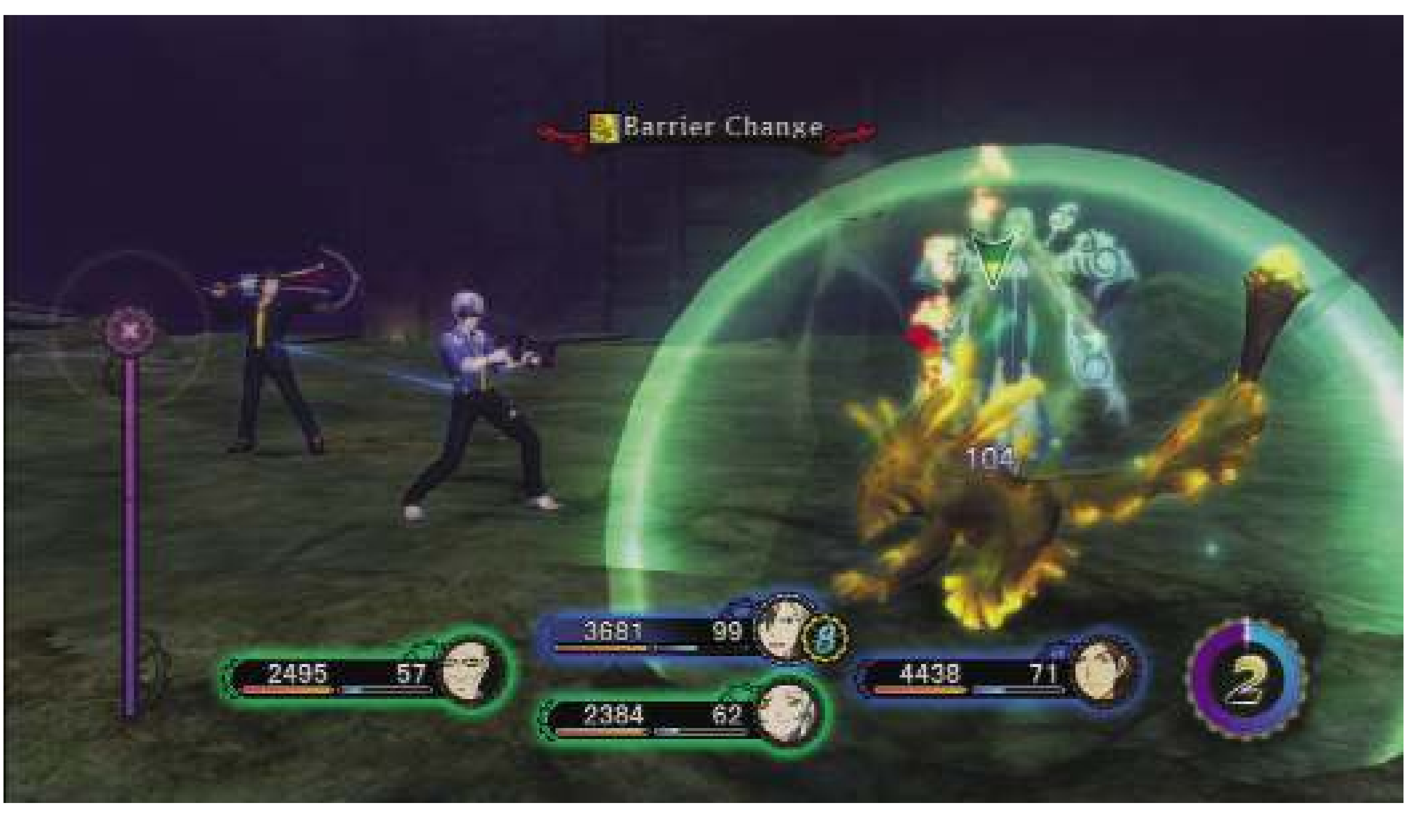
The boss's Iron Stance is stronger, so you'll want to attack its wings to stagger it. As before, circle to its side to target them. Watch out for the multi-hit Absorption Needle attack of the Veywind Child enemies it summons! Use the dual pistols' Requiem arte to catch the Veywind Child in the crossfire as you attack. Physical-type Linked Artes like Twin Lance are effective here.

Croak of Doom: Fortune Stepper!

Occurrence	
When	End of Chapter 10 onward
Location	Tatalian Abyss

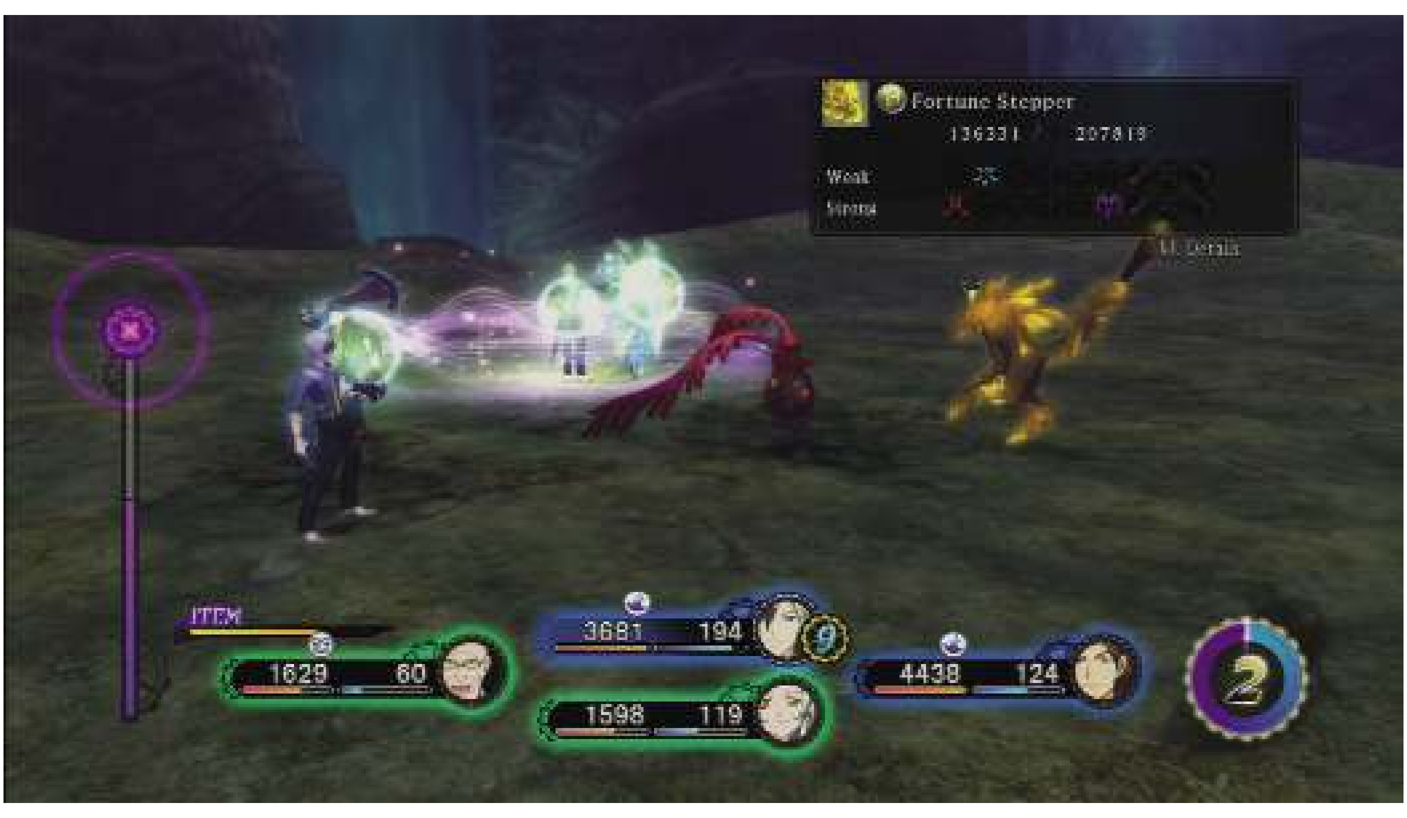
Stats			
Lv.	48–52	**Iron Stance**	200
HP	193887–207819		
Weak	●		
Strong	● ●		
Drop	Pink Emerald (100%) Pink Emerald (50%)		
Steal	Life Bottle (50%)		
Rewards	60000 gald/18000 Points		

Prep: Ready Your Barrier Change Counter Plan



This is the smallest of the Elite Monsters, and it uses its Barrier Change ability to change its weakness between Fire, Water, Wind, and Earth. Rowen and Muzét can use attacks of three different elements, so they'll be ready to respond to any Barrier Change. Since the boss guards frequently, Alvin's Breaker ability makes him the ideal fourth member. Whenever the boss uses Barrier Change, reset which artes your party members should perform.

Tactics: Ascertain Its Weakness and Attack with Dual Pistols



After the boss uses Barrier Change, the color of the barrier will reveal its new element—red for Fire, and so on. The boss is quite slow, so fight from a distance, and after confirming its new weakness, exploit it with dual pistols artes like Arc Fire, Crossfire, and Rapid Burst. Also, the boss will summon monsters of its same element, such as Filifreet, Filignome, Filindine, and Filisylph. Their artes can interfere with your strategy, so kill them immediately.

Knockdown: Hits Its Weakness at Least Six Consecutive Times

You can knock down the boss with a combo that hits its weakness at least six times (nine times in EX mode, followed by a Linked Arte). It can use Barrier Change to change its weakness, so make sure you know what it is first.

Attacks to Watch Out For

2004 71
2611 81
2164 114
4438 106
2

Spores: The boss's breath attack can confuse nearby targets. That's why it's always safest to fight from afar.

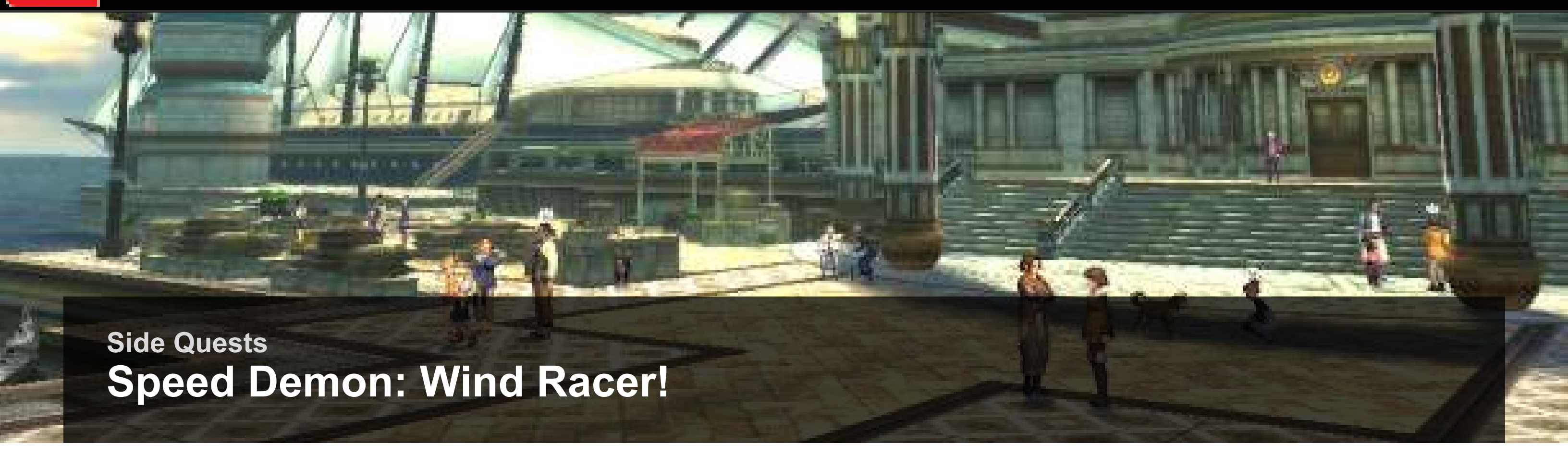
Call Out: The boss summons a monster of its current element type. It can have up to three on the battlefield at once, so make sure to kill them before they get out of hand.

EX: Guard Against Its Magic Attacks

Ex Stats			
Lv.	117–121	**Iron Stance**	200
HP	868428–896292		
Weak	●		
Strong	● ●		
Drop	Pink Emerald (100%) Pink Emerald (50%)		
Steal	Life Bottle (50%)		
Rewards	500000 gald/150000 Points		

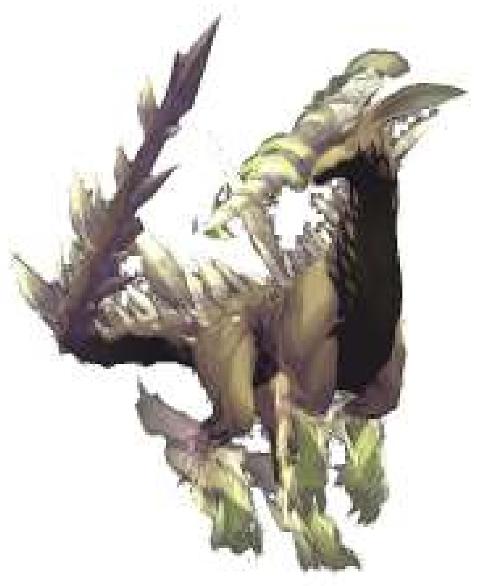
The basic tactic you'll use here is the same, but the boss's Magic Attack stat has been dramatically raised, and any of its magical artes will do heavy damage. Link with Muzét to keep a safe distance between you and the boss, but when it begins casting, switch to Rowen for Auto Magic Guard. Stay linked with Rowen when you're able to execute a Linked Arte, as you can partner with him on a numbered of linked dual pistols artes.

Due to the boss's slow speed, using Power Charge 3 is another potential strategy.



Side Quests

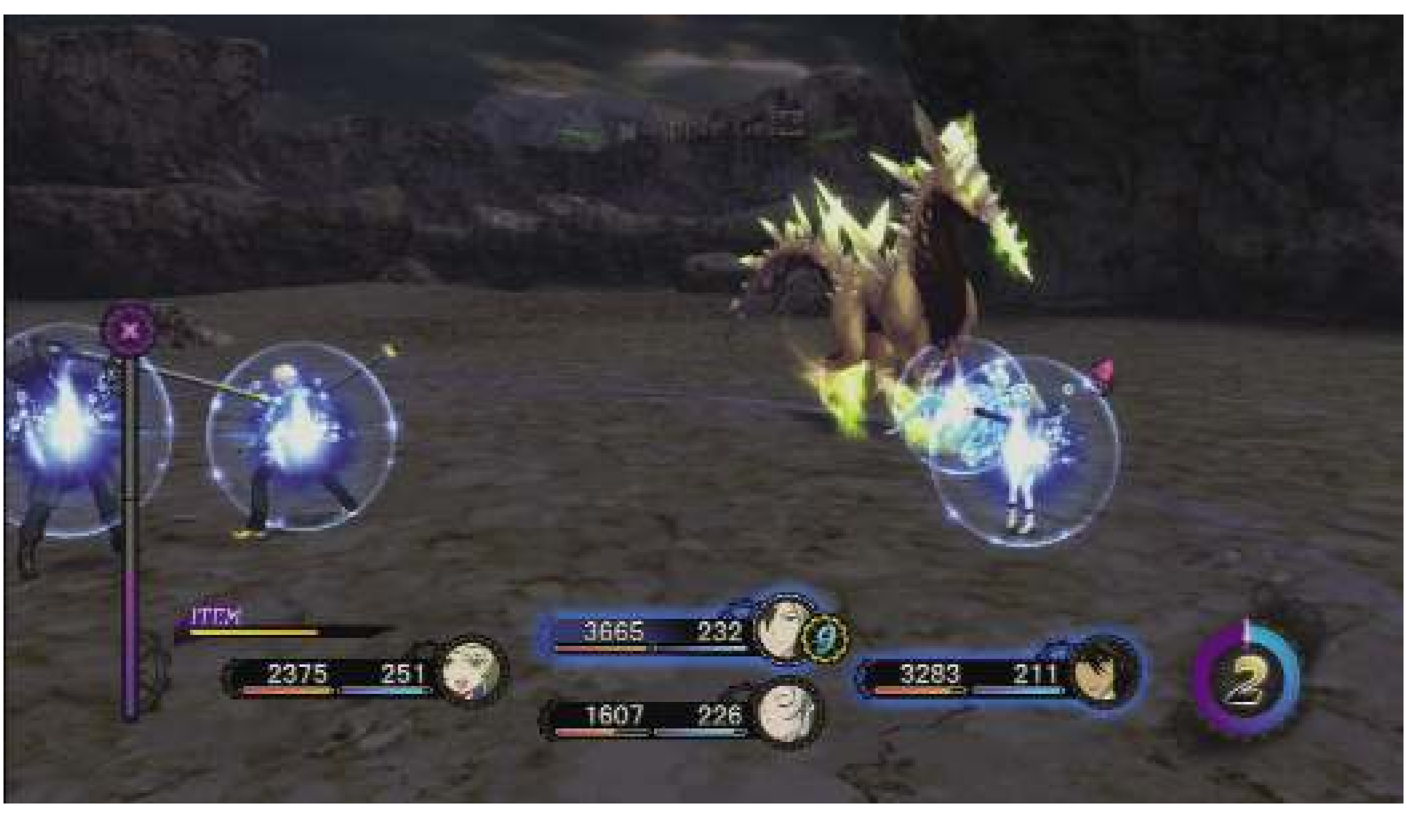
Speed Demon: Wind Racer!



Occurrence	
When	End of Chapter 10 onward
Location	Catamar Heights

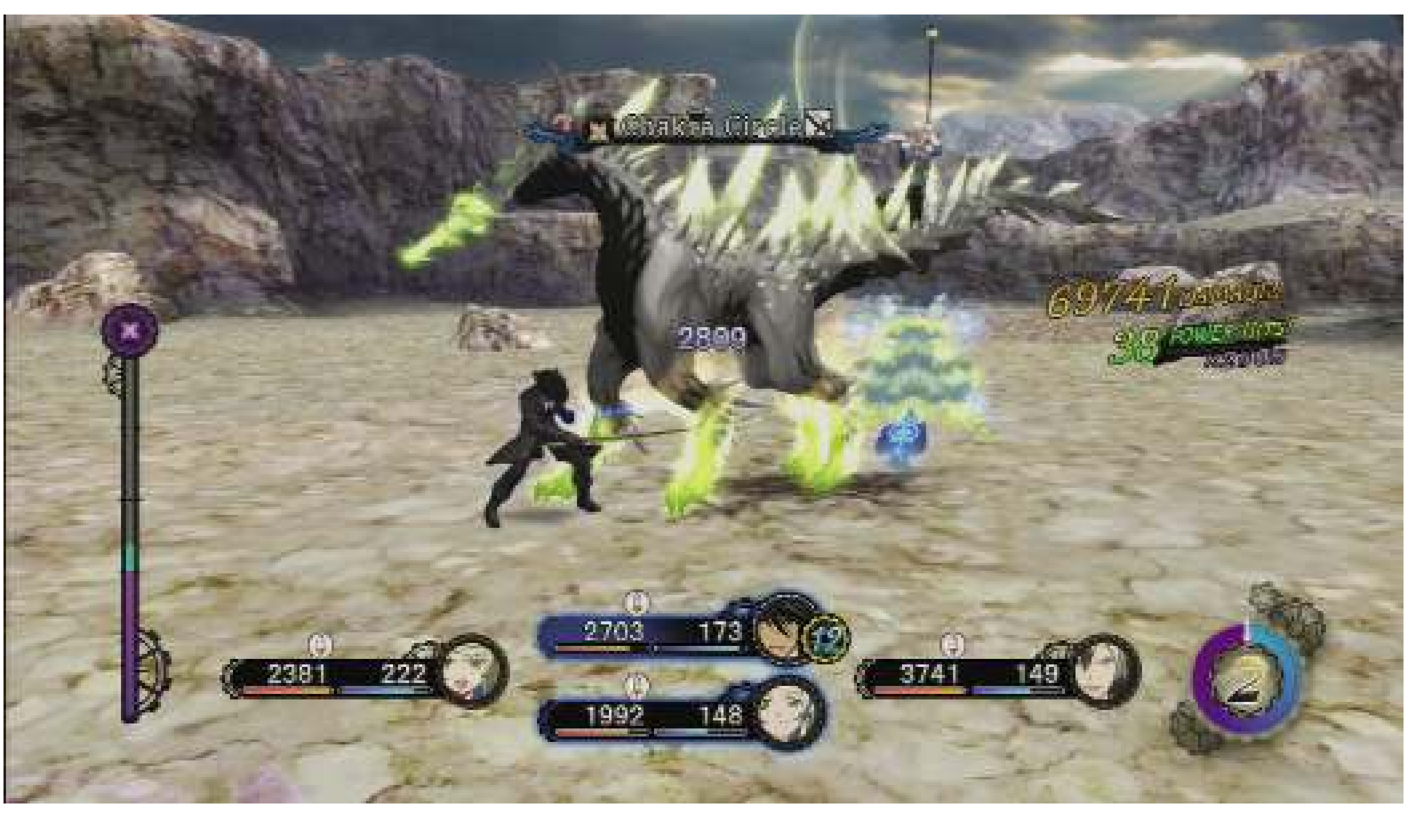
Stats			
Lv.	48–52	**Iron Stance**	100
HP	163827–175599		
Weak	●		
Strong	●		
Drop	Old Pickaxe (100%) Old Pickaxe (50%)		
Steal	Life Bottle (50%)		
Rewards	60000 gald/18000 Points		

Prep: Ready Items to Protect Against Paralysis



This boss fires off artes like Wind Breaker and Wind Charge at unpredictable intervals to paralyze your party members. The paralysis would cripple your offense, so equip items like Shock Ward. If Elize has learned Dispel, use her in your party with the Teepo ON state so that she can heal and protect against ailments. The boss's odds of inflicting paralysis are very high, so the ability to heal everyone at once is invaluable.

Tactics: Attack Its Feet to Hinder Its Movement

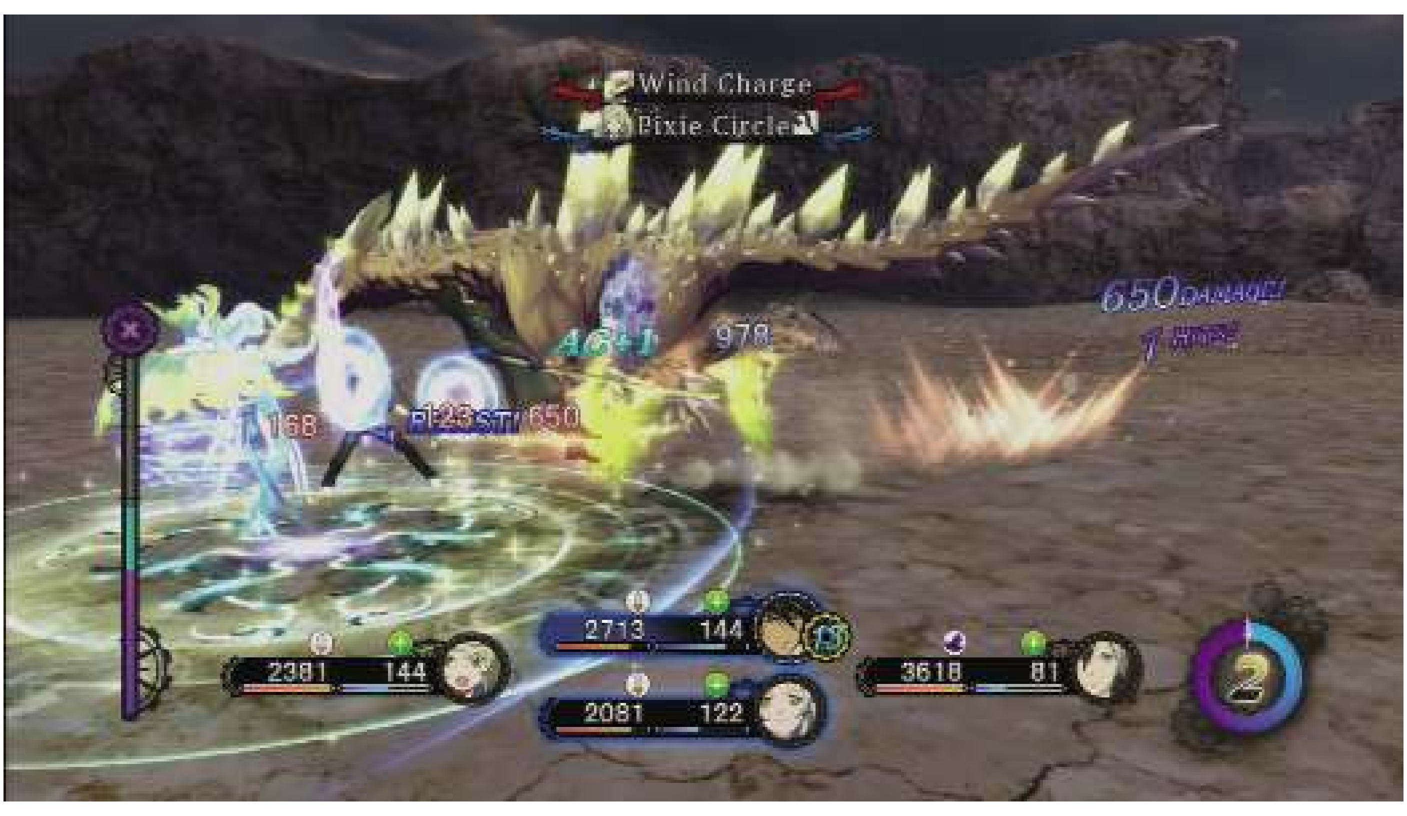


This is the fastest of all the Elite Monsters, so even if you're focused on running away from him, he can close the distance in a heartbeat. This also makes attacking him difficult, so take control of Gaius and link with Muzét so you can close the distance to it quickly and attack its feet (its weak point) with the Demon Fang arte. If it gets close to you, guard the attack and retaliate with Retribution. After that attack use w + u to continue attacking its feet, and when the ! appears, again return to guarding and attempting to use Retribution.

Knockdown: Target Its Feet

You can earn a special knockdown by continuously targeting the boss's feet. When it falls, you'll be able to easily target its other weak point—its head. Move in close and give it all you've got.

Attacks to Watch Out For



Wind Charge: A repeated body blow in the direction the boss is facing. He'll catch you if you try to run, so block instead.

Wind Breaker: A head sweep to the front that paralyzes targets. Begin blocking as soon as you see the ! above its head.

EX: Use Earth Artes to Stop It in Its Tracks

EX Stats			
Lv.	117–121	**Iron Stance**	100
HP	733788–757332		
Weak	●		
Strong	●		
Drop	Old Pickaxe (100%) Old Pickaxe (50%)		
Steal	Life Bottle (50%)		
Rewards	500000 gald/150000 Points		

With greatly increased strength joining the boss's incredible speed, it's hard to win in a fair fight. Set Rowen and Muzét to cast nothing but the Roche Waltz arte. Not only will this arte hit its weak point, but with its wide range of effect it should be able to even hit the boss when he's in motion. Ludger should use the Fury Stoke skill and serve as a decoy. It's important to have your front-line fighters keep the boss tied up so he can't interrupt Rowen and Muzét's spells.

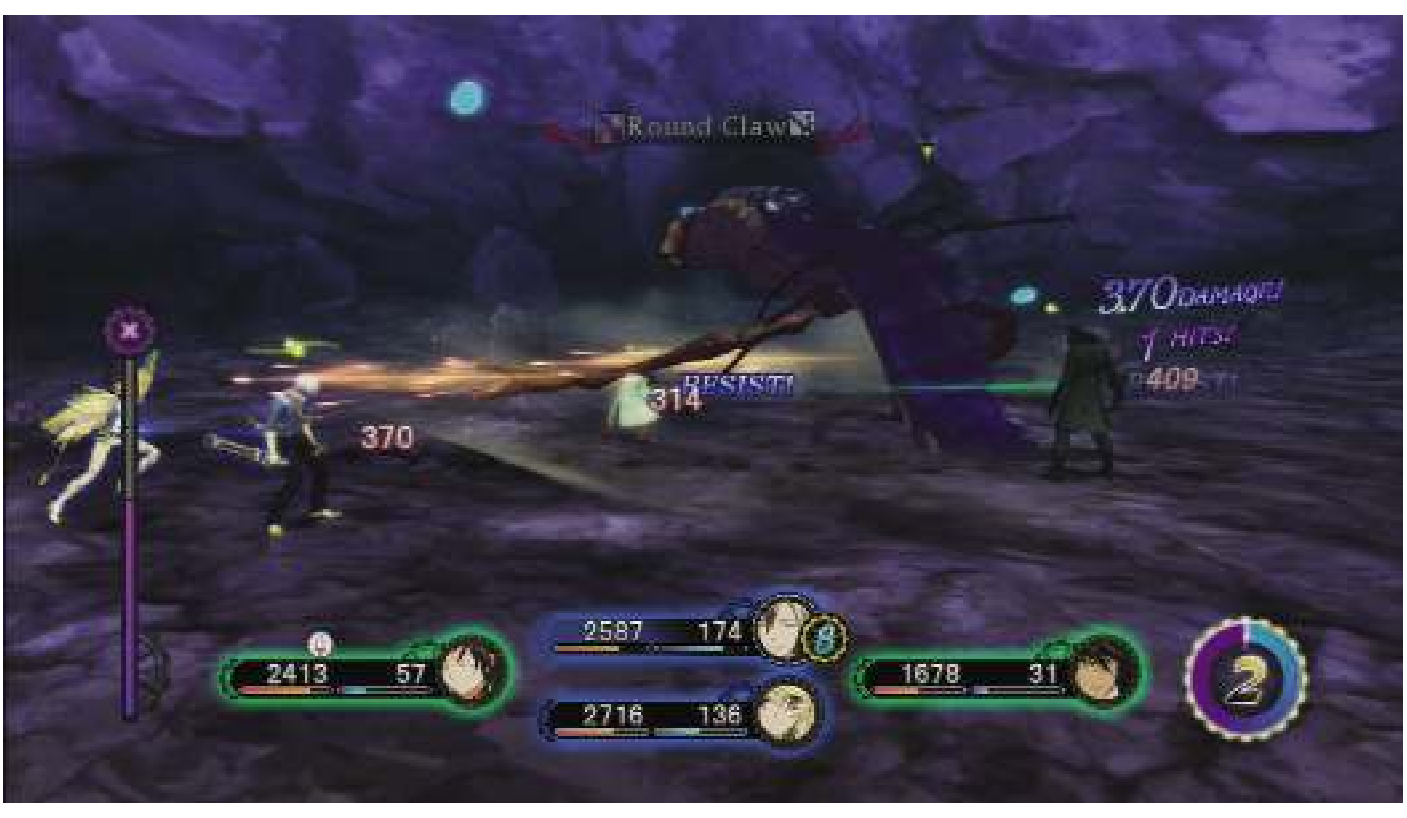
Side Quests

Ravenous Insect: Hammerzamm!

Occurrence	
When	End of Chapter 10 onward
Location	Felgana Mine

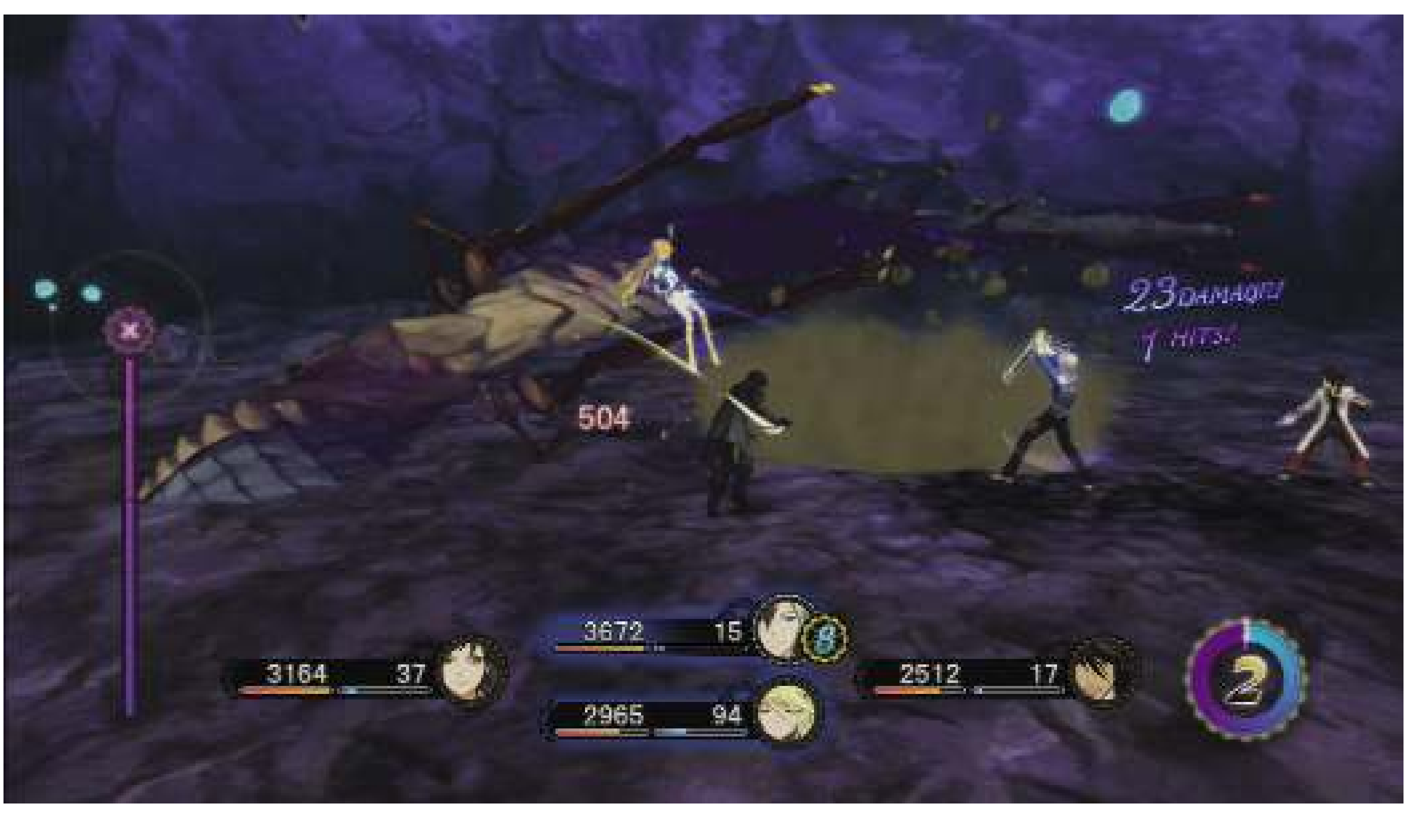
Stats			
Lv.	41–72	**Iron Stance**	400
HP	168630–276045		
Weak	●		
Strong	●		
Drop	Empty Spirit Fossil (100%) Empty Spirit Fossil (50%)		
Steal	Life Bottle (50%)		
Rewards	60000 gald/18000 Points		

Prep: Prepare to Resist Petrify and Stun



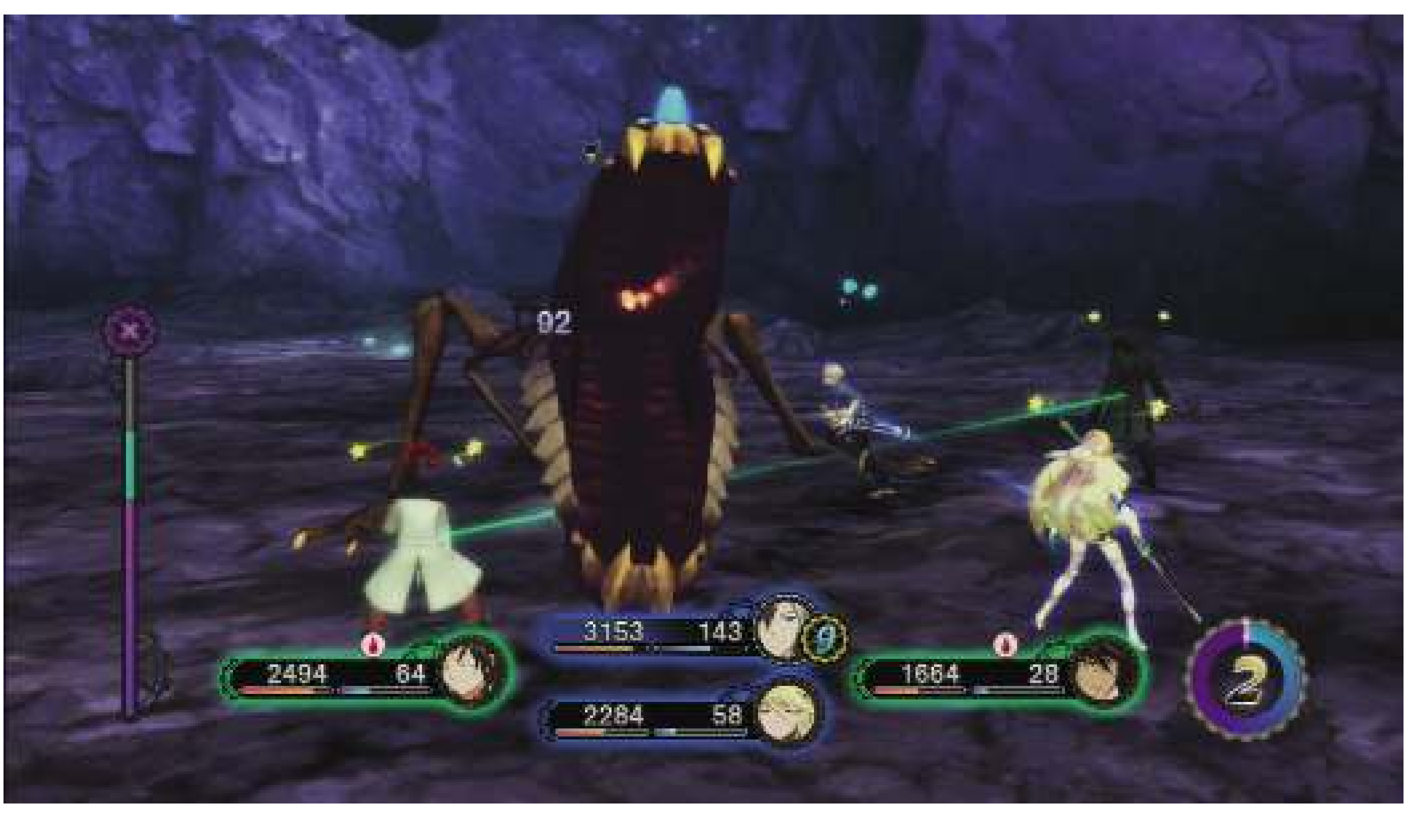
This boss's attacks can inflict dangerous ailments like Petrify (from Grand Breath) and Stun (from Round Claw). Both have a wide area of effect, so you'll want your party to be protected by items like Stone Ward and Stun Bracelet. The Power Charge 3 skill will come in handy again in this fight, so make sure to set it if you have it. The boss's weak point is way up high, so it's hard to hit with normal attacks.

Tactics: Use Free Run to Attack from Behind



This boss's attacks may all have a wide area of effect, but few of them can hit you if you're behind it. You do have to attack the boss head-on to get the special knockdown, but it's far safer to make a habit of using free run to set up attacks from behind. This boss also burrows underground to attack from below. As soon as it does, begin guarding and charging up Power Charge 3, and prepare to retaliate with a weakness-exploiting combo immediately after the boss surfaces and completes its attack.

Knockdown: Attack Its Weak Point While it Roars



You can earn a special knockdown by hitting the boss in its mouth (its weak point) while it's roaring. (You'll need to hit it with a Linked Arte in EX mode.) You don't need to do a lot of damage to succeed, so make sure to master this technique.

Attacks to Watch Out For

Grand Breath: Deals damage and causes Petrify. Even blocking won't protect you from Petrify!

Rockfall Roar: The boss howls, causing stalactites to fall down from the ceiling. As soon as the boss looks upward to howl, start blocking!

EX: Give Yourself the Ability to Absorb Earth

Ex Stats			
Lv.	89–120	**Iron Stance**	400
HP	669900–884730		
Weak	●		
Strong	●		
Drop	Empty Spirit Fossil (100%) Empty Spirit Fossil (50%)		
Steal	Life Bottle (50%)		
Rewards	420000 gald/126000 Points		

If you acquire a Red Cape as a poker prize or a custom order, you'll be able to absorb the Earth-type damage from Grand Breath and Rockfall Roar, making this battle a breeze. Of course not all of the boss's attacks are Earth type, so you still have to guard diligently. Guard continuously with Power Charge 3 set, and retaliate with your own attack after the boss uses an Earth-type move. Also, use Milla's Cloud Pierce to target the boss's weak spot.

Side Quests

Giant Insect: Krudis Eye!

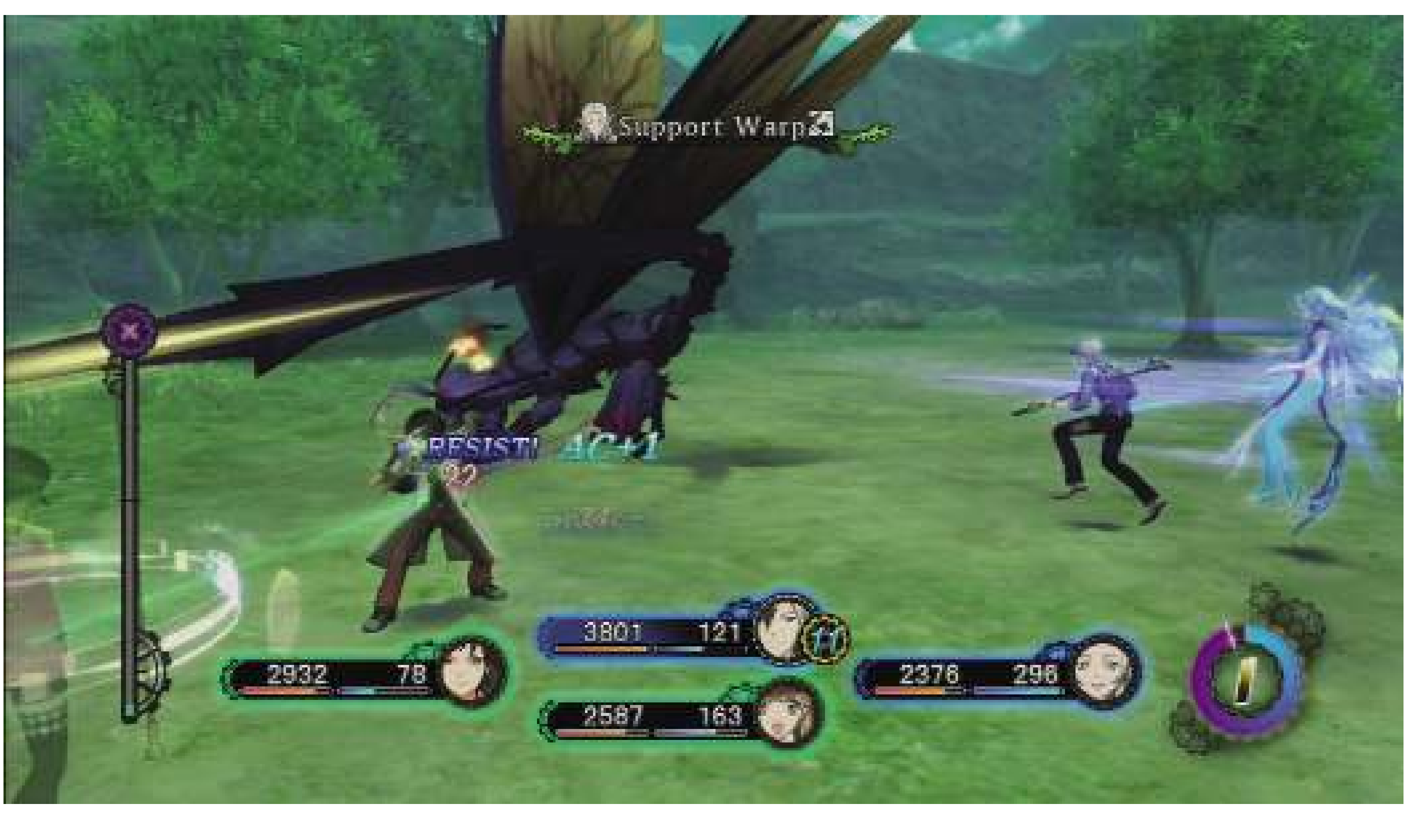
Occurrence	
When	End of Chapter 10 onward
Location	Barnauer Highroad

Stats			
Lv.	47–51	Iron Stance	400
HP	207624–222816		
Weak	●		
Strong	● ●		
Absorbs	●		
Drop	Nightshine Plume (100%) Nightshine Plume (50%)		
Steal	Life Bottle (50%)		
Rewards	50000 gald/15000 Points		

Prep: Form a Party That Can Attack with Artes and Strike Damage

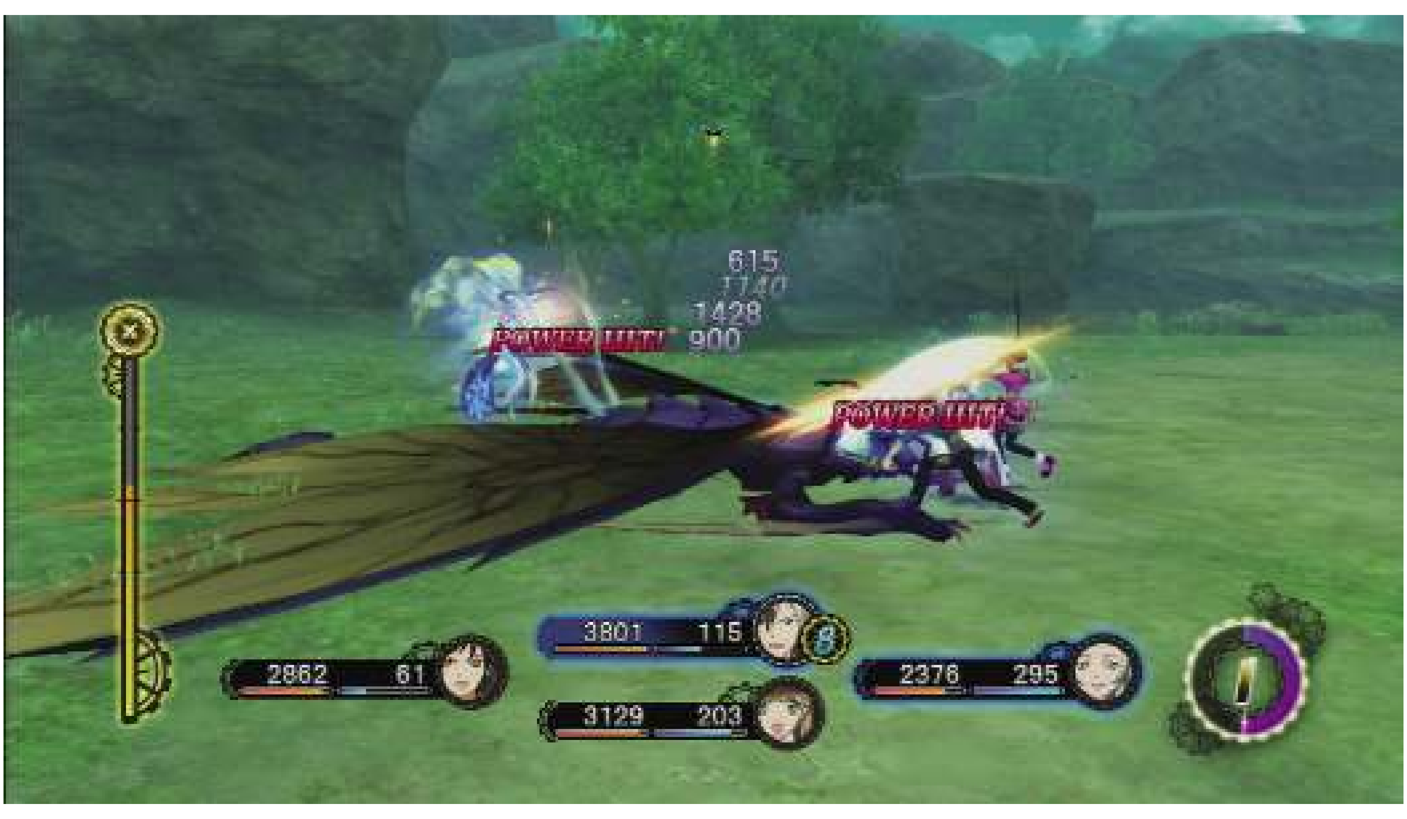
This boss resists shot and slash damage, so add strike specialists Jude and Leia to your party. Your final party member should be Muzét, as her Support Warp ability is very valuable here. The boss is weak to Light, so another option would be replacing Jude or Leia with Rowen, who can use the Light arte Shimmering Toll. Another arte that makes sense is the Light arte Divine Streak, which has a wide area of effect, making it easy to hit with.

Tactics: Move in Close to Attack



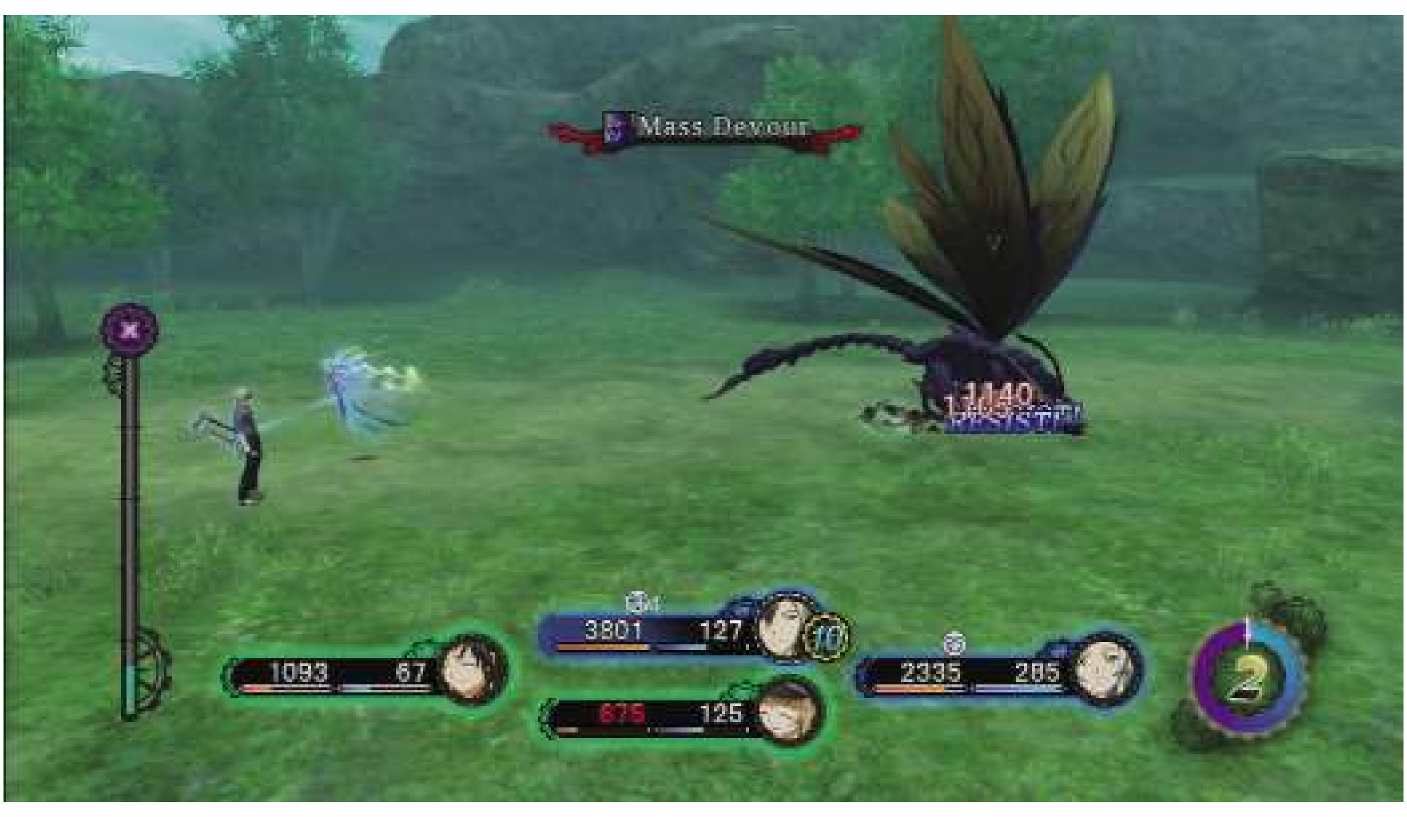
All of the boss's attacks have a long reach, but the boss will rarely bother to hunt down distant targets. Use Muzét's Support Warp to get to the very edge of the battlefield and charge up Power Charge 3. Then, front-step in between enemy attacks, and begin using a weakness-exploiting combo. More than five consecutive hits will earn you a knockdown, and once you've finished exploiting it, back-step away to the edge of the battlefield and repeat the process.

Knockdown: Hits Its Weakness at Least Five Consecutive Times



You can knock down the boss with a combo that hits its weakness at least five times (nine times in EX mode, followed by a Linked Arte). Its weakness is Light, and attacks from Light sources will stagger the foe, giving Ludger time to change weapons within the combo.

Attacks to Watch Out For



Frozen Powder: This attack can inflict Skillseal and Petrify on its targets, so immediately flee as soon as the enemy spreads its wings.

Mass Devour: The boss lunges at foes in front of it for heavy damage. It can't hit targets to its side or behind it.

EX: Use Arcane Artes to Finish Your Weakness-Exploiting Combo

Stats			
Lv.	116–120	Iron Stance	400
HP	939372–969756		
Weak	●		
Strong	● ●		
Absorbs	●		
Drop	Nightshine Plume (100%) Nightshine Plume (50%)		
Steal	Life Bottle (50%)		
Rewards	440000 gald/132000 Points		

You can use the same basic strategy against the boss in EX mode. However, you now need to hit its weakness nine times and then with a Linked Arte to get a knockdown. If your Linked Arte gauge isn't full, end your nine-hit combo with a powerful arcane arte like Endless Waltz or Freezing Eruption. If you use an arcane arte after a combo of at least three moves, its damage will double.

Side Quests

Touch of Death: Goddess Touch!

Occurrence	
When	End of Chapter 11 onward
Location	Nia Khera Hallowmont

Stats			
Lv.	52–56	**Iron Stance**	200
HP	215874–230346		
Weak	☀		
Absorbs	●		
Drop	Temporal Shard (100%) Temporal Shard (50%)		
Steal	Life Bottle (50%)		
Rewards	105000 gald/31500 Points		

Prep: Boost Your Darkness Resistance

Link Charge
1297
POWER HIT
18405 DAMAGE!
19 POWER HITS!
2804 314
3035 211
2509 397
1705 232

Many of this boss's attacks are Dark type, so raise your resistance with Amethyst accessories or the Blue Cape that you can win as a poker prize. Ludger, Milla, and Rowen can all further boost their Dark resistance with Rune Coat. The boss's weakness is Light, so field party members that can take advantage of that. The Dark Guard skill that Ludger, Elize, and Muzét can learn is also very useful here.

Tactics: Strike at the Boss with Light

Rondo of Rage
505
221
523 DAMAGE!
145
2599 305
3371 240
2732 372
2152 225

This boss can perform a counterattack that knocks all the characters around him away and stuns them while he teleports to safety. This is a very dangerous attack, so it's important to head it off by attacking with combos that will hit its weak points. Attack the foe with Light-type attacks or Power Charge 2/3-fueled attacks to start a combo, and hit its weakness at least six times for a knockdown. Ludger's arcane arte Moonlight Assault is Light-type, and its kick part of the assault has a good chance of hitting the boss's head, so make good use of it.

Knockdown: Hit Its Weakness at Least Six Consecutive Times

You can knock down the boss with a combo that hits its weakness at least six times (nine times in EX mode, followed by a Linked Arte). Make sure not to give the boss an opening during your combo; it will use its teleportation counterattack to knock your party away and flee.

Attacks to Watch Out For

Dark Soul
Divine Streak
RESIST
2898 298
2796 214
1888 397
1705 217

Dark Soul: Sends blades of darkness flying forward. Raise your dark resistance to reduce the damage.

Lunge: After briefly charging up power, the boss lunges. This isn't a Dark-type attack, so make sure to guard.

EX: Use Weakness-Exploiting Combos with a Variety of Elements

EX Stats			
Lv.	141–145	**Iron Stance**	300
HP	1075752–1104696		
Weak	☀		
Absorbs	●		
Drop	Temporal Shard (100%) Temporal Shard (50%)		
Steal	Life Bottle (50%)		
Rewards	670000 gald/201000 Points		

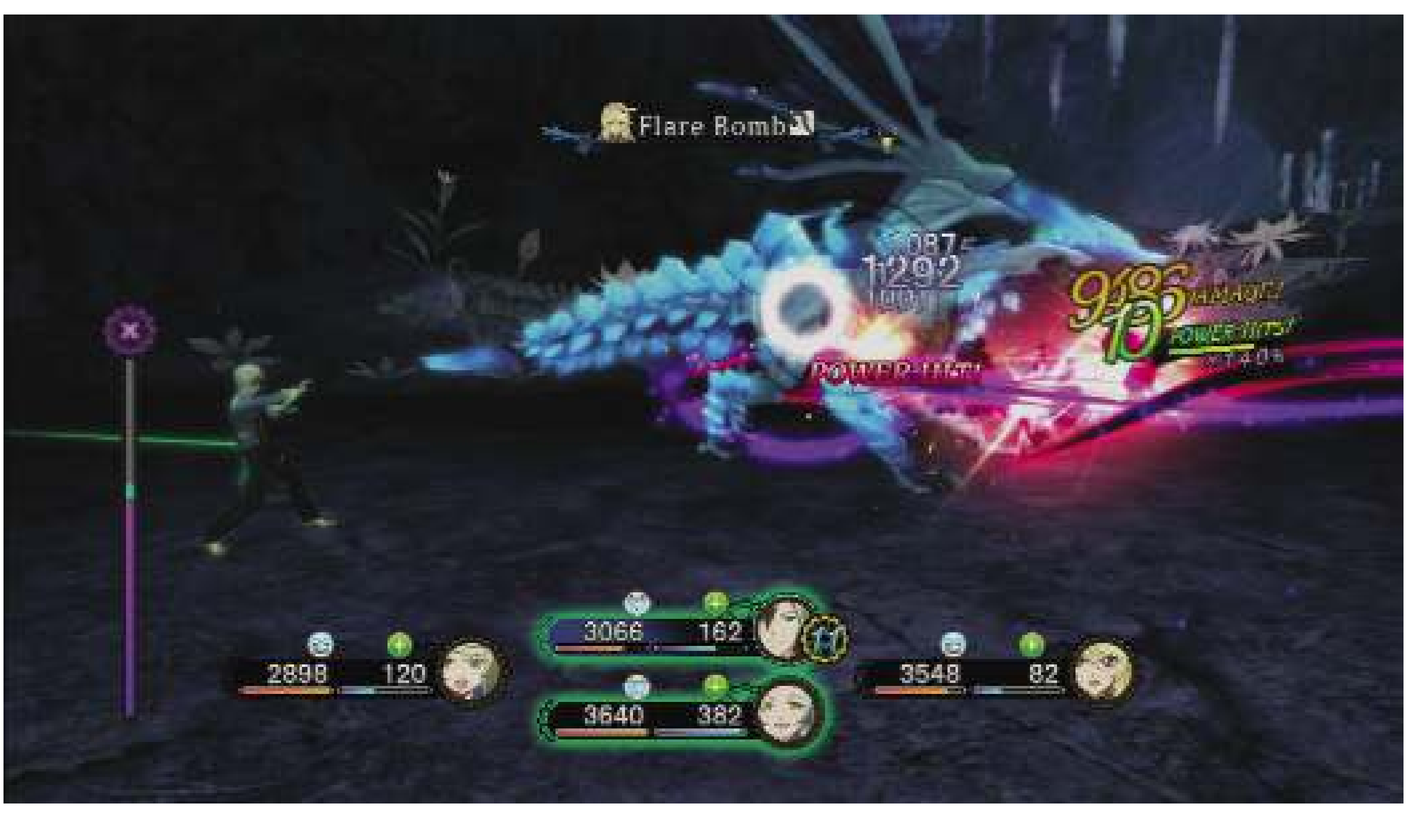
As in the first fight, you'll want to raise your Dark resistance and use weakness-exploiting attacks to head off the boss's counterattacks. However, in EX mode, after you hit the boss's weak point or elemental weaknesses, it will immediately counterattack. For that reason, in order to continue a weakness-exploiting combo, you need to have your party members hit the boss with attacks of different elements simultaneously, or use artes that attack with a variety of elements. Using Ludger's Rapid Burst after Power Charge 3 works very well!

Cold-Blooded Beast: Hydro Blade!

Occurrence	
When	End of Chapter 11 onward
Location	Kukhar Ice Caverns

Stats			
Lv.	52–71	**Iron Stance**	400
HP	269574–355416		
Weak	●		
Absorbs	● ●		
Drop	Snow Butterfly (100%) Snow Butterfly (50%)		
Steal	Life Bottle (50%)		
Rewards	105000 gald/31500 Points		

Prep: Have Ludger Set Hammer Toss

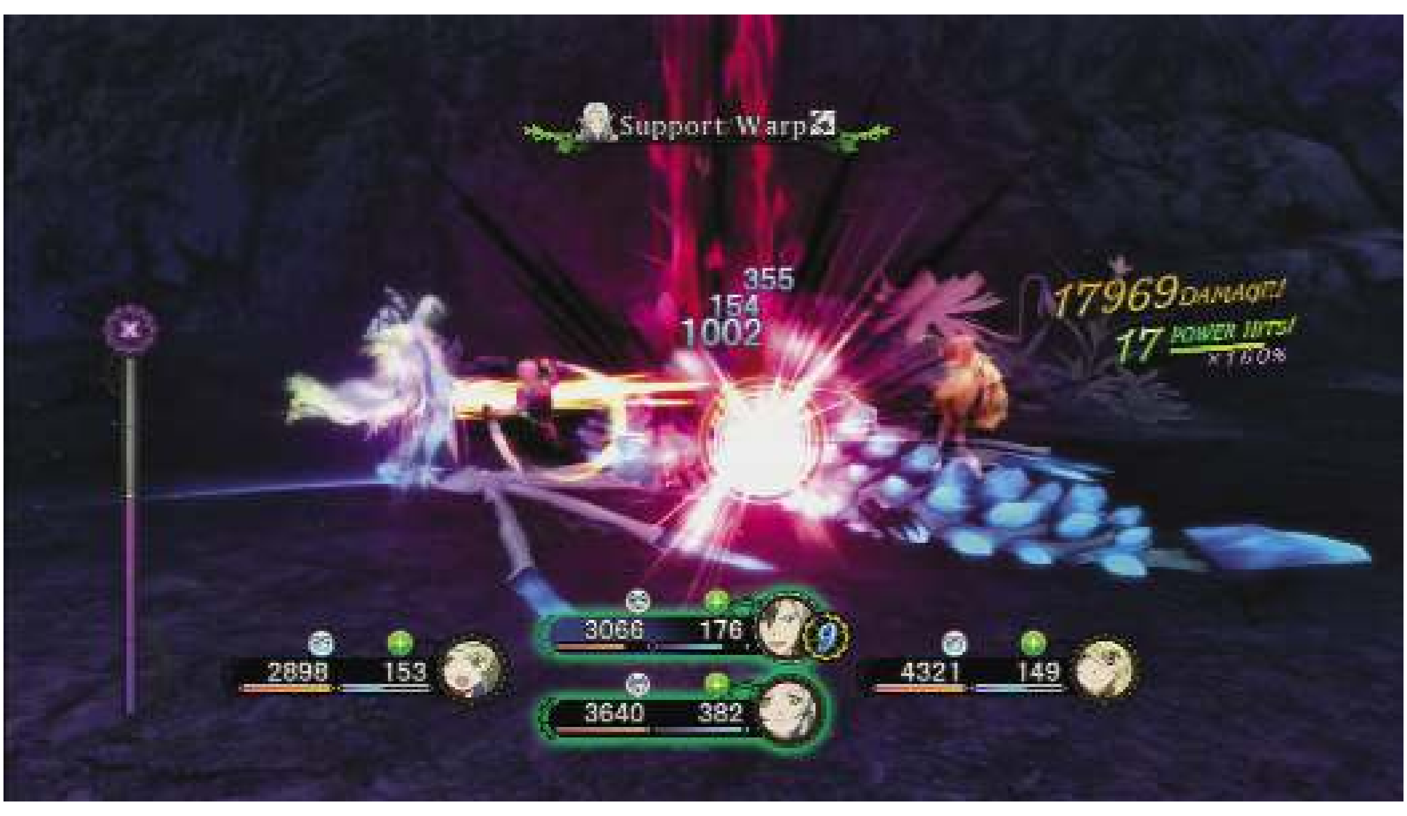


This boss is weak to Fire, making Ludger's Fire-type Hammer Toss especially effective here, so make sure to set him to use it. Milla and Muzét both have access to good Fire-type artes, so use them too. Finally, this boss is very long and uses the size of its body to attack wide swaths of battlefield. You'll definitely want Muzét's Support Warp to help you evade its strikes.

Tactics: Launch Weakness-Exploiting Combos Off Hammer Toss

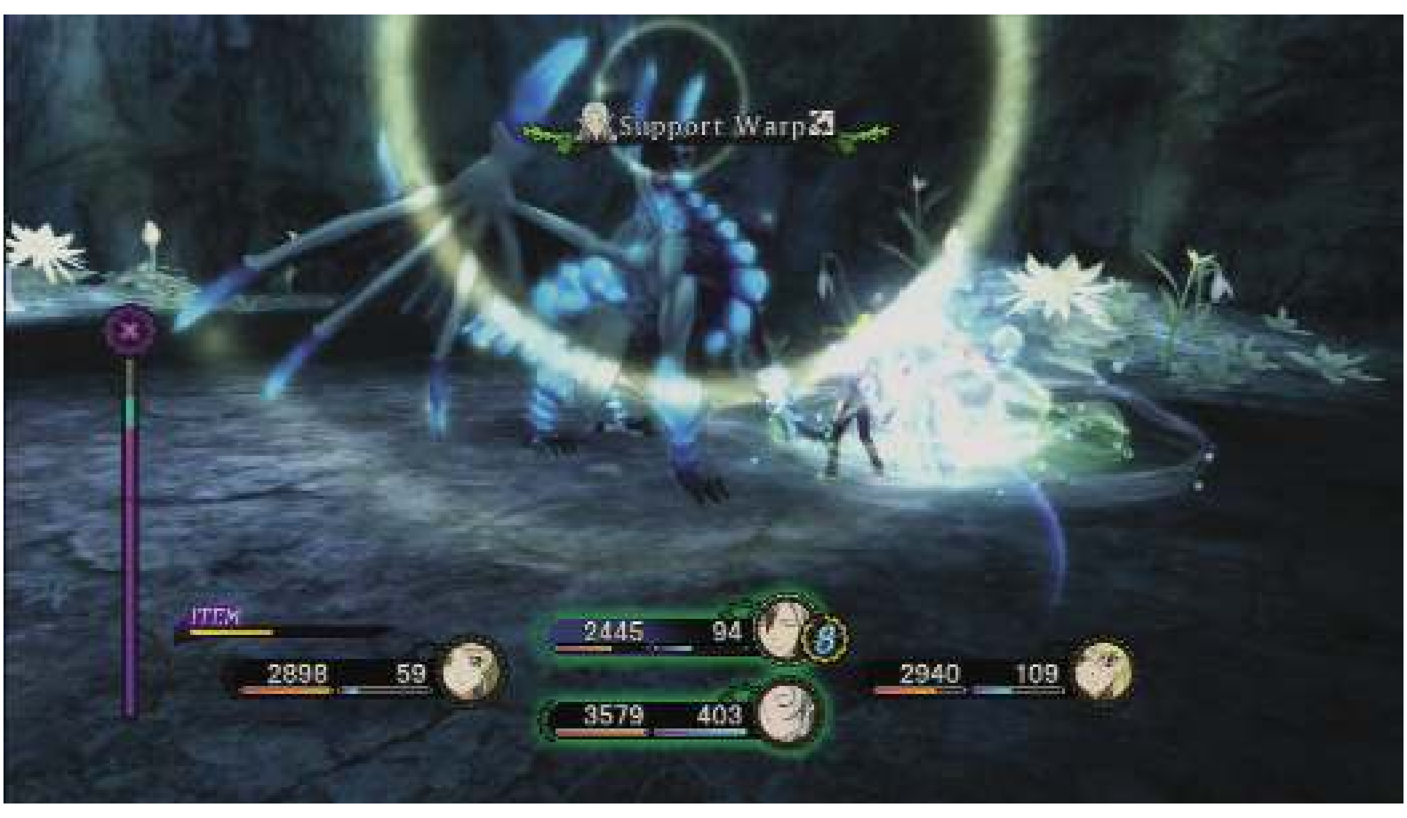
Stand about one back-step away from the boss when you use Hammer Toss and you should be in the perfect position to hit his weak spot—his head. Continue into a weakness-exploiting combo to earn a special knockdown. If you see the ! appear after a block, use Muzét's Support Warp to rapidly back-step the hell out of there. This boss's charge attacks have a good chance to break through blocks, so make a habit of dodging with free run or side-steps instead of blocking.

Knockdown: Hit Its Weakness at Least Six Consecutive Times



You can knock down the boss with a combo that hits its weakness at least six times (nine times in EX mode, followed by a Linked Arte). The boss's iron guard is very strong, so it's difficult to stagger him; it's easiest to launch your combo off of a Fire-type attack to his head.

Attacks to Watch Out For



Charge: Breaks the guard of its target, so side-step or free run.

Shock Howling: Stuns all characters within a wide area. It takes about two seconds for the boss to execute this attack; start guarding when you see its name appear on screen.

EX: Battle with the Same Strategy

EX Stats			
Lv.	151–170	**Iron Stance**	400
HP	1433712–1605396		
Weak	●		
Absorbs	● ●		
Drop	Snow Butterfly (100%) Snow Butterfly (50%)		
Steal	Life Bottle (50%)		
Rewards	700000 gald/210000 Points		

Launching combos off of Hammer Toss works just as well in EX. A good hit to the boss's head will stagger him, so it isn't necessary to use Power Charge 3 here. Note that if the boss drives you to the edge of the battlefield, you won't be able to evade its Charge or tail attacks—even with Support Warp—so you'll want to use free run or side-steps to reposition yourself. The boss can swing his tail around him over a wide area, so always keep moving!

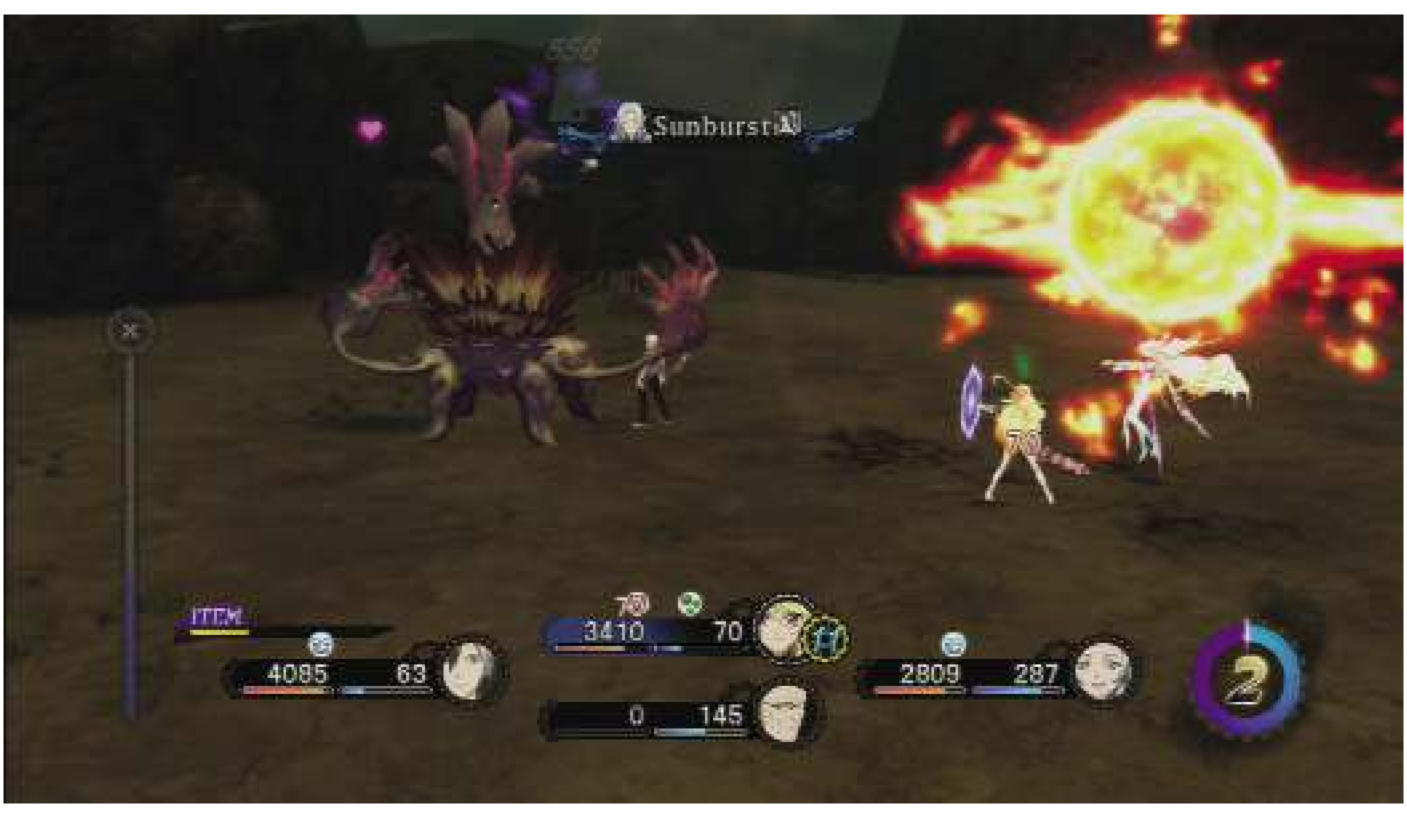
Side Quests

Bloodsucking Tree: Vampiric Plant!

Occurrence	
When	End of Chapter 12 onward
Location	Talys Highroad

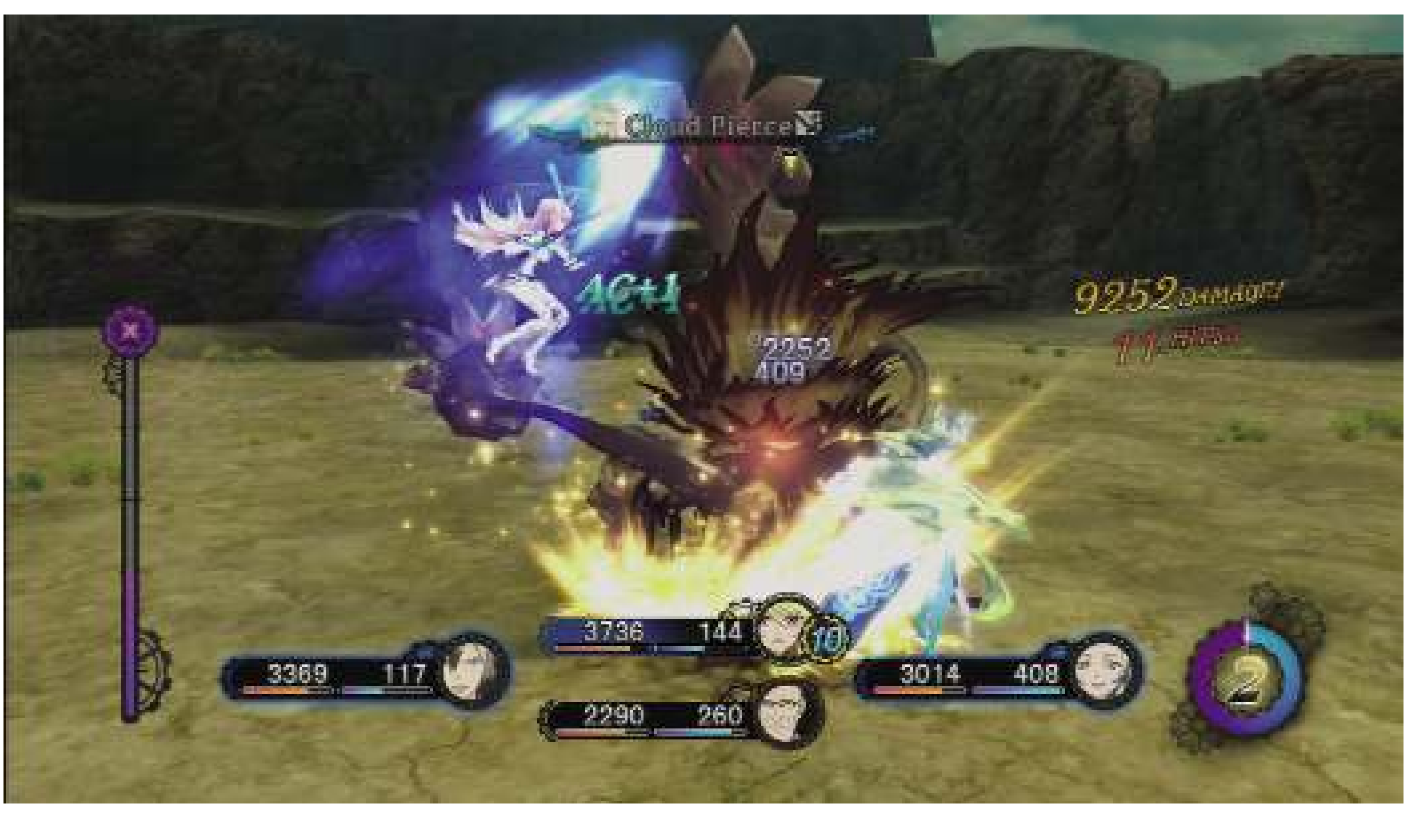
Stats			
Lv.	56–77	**Iron Stance**	200
HP	213156–283464		
Weak	● ●		
Strong	● ●		
Drop	Talysian Cactus (100%) Talysian Cactus (50%)		
Steal	Life Bottle (50%)		
Rewards	120000 gald/36000 Points		

Prep: Make Milla Your Player Character



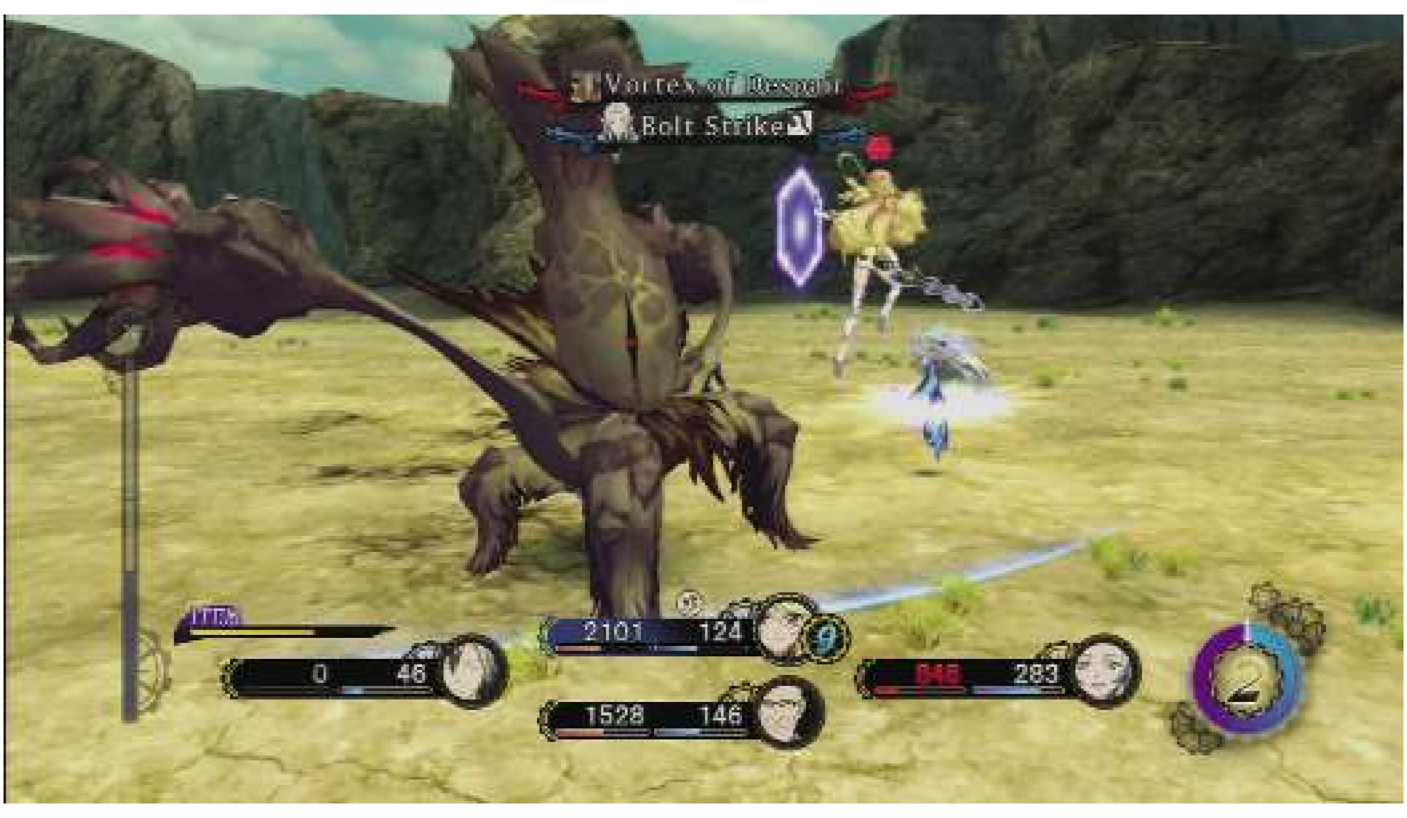
The weak point of this boss is very high up, so as the game's best character for mid-air combat, you'll want to be controlling Milla here. Her Cloud Pierce arcane arte is particularly useful, so make sure you've learned that before you challenge the boss. Alongside Milla, Muzét and Rowen are both capable of attacking the boss's weakness to Fire, so have them fill out your party as you aim for weakness-exploiting combos. Make sure to set all of Milla's aerial skills that boost mid-air combat!

Tactics: Stay in Mid-Air to Target Its Weak Point



At the beginning of the battle, jump up and use Cloud Pierce toward the target's head. When you rise above its head, use artes like Sigil Spear, Wind Blade, or Lightning for a controlled descent. When you fall back to head level, repeat Cloud Pierce to rise again. Each hit to the boss's weak point will recover 1 AC, so if the boss doesn't make any drastic movements, you can stay in mid-air indefinitely. Remember that the power of Cloud Pierce will double as long as it's performed after three previous combo attacks. When your TP runs low, you can refill it with continuous normal attacks. But if an attack gets blocked, fall back to earth and start over.

Attacks to Watch Out For



Vortex of Despair: This arte inflicts Poison and large amounts of damage. If you're fighting in mid-air, it might still be able to hit you if you're low enough. Maintain a high position to avoid it.

Sonic Slider: When a ! appears, the boss summons its strength and charges around the battlefield at high speed. The boss will fall down if you successfully evade it, giving you a chance to counterattack.

EX: Make Sure to Keep Your TP Up

EX Stats			
Lv.	125–146	**Iron Stance**	200
HP	888336–1028952		
Weak	● ●		
Strong	● ●		
Drop	Talysian Cactus (100%) Talysian Cactus (50%)		
Steal	Life Bottle (50%)		
Rewards	540000 gald/162000 Points		

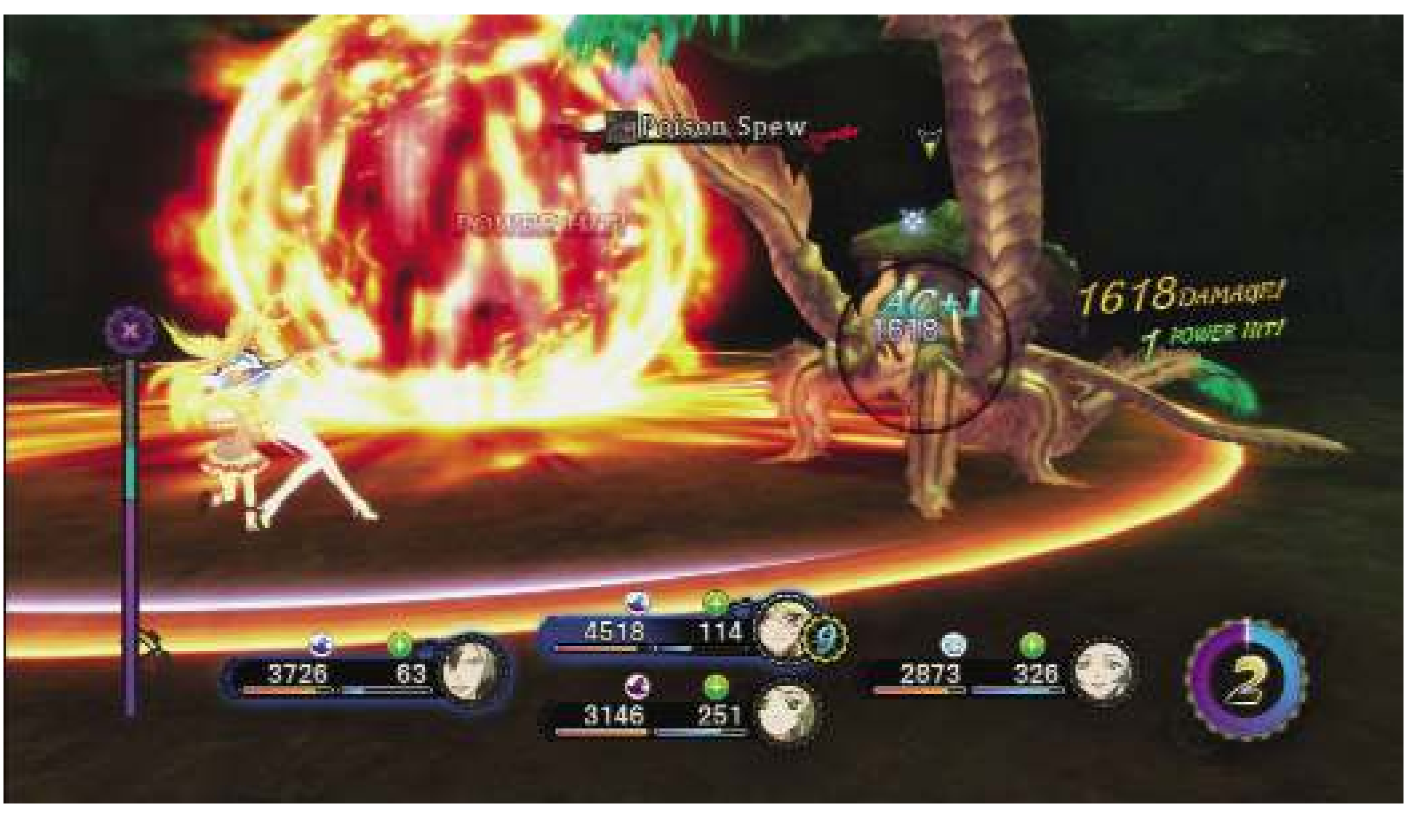
As in the first battle, use Milla to engage the foe in mid-air. However, this version of the boss has significantly more HP, so you'll have to stay up there that much longer. Maintain your TP supply for as long as possible by equipping a Faerie Ring (which halves TP costs). Set Elize with the Linked Minds skill and link with her to further stretch out your TP supply. If you can maintain a position above the boss's head, you can safely defeat the boss without fear of being hit by its attacks.

Infernal Call: Cthulhu Demon!

Occurrence	
When	End of Chapter 13 onward
Location	Arklund Quag

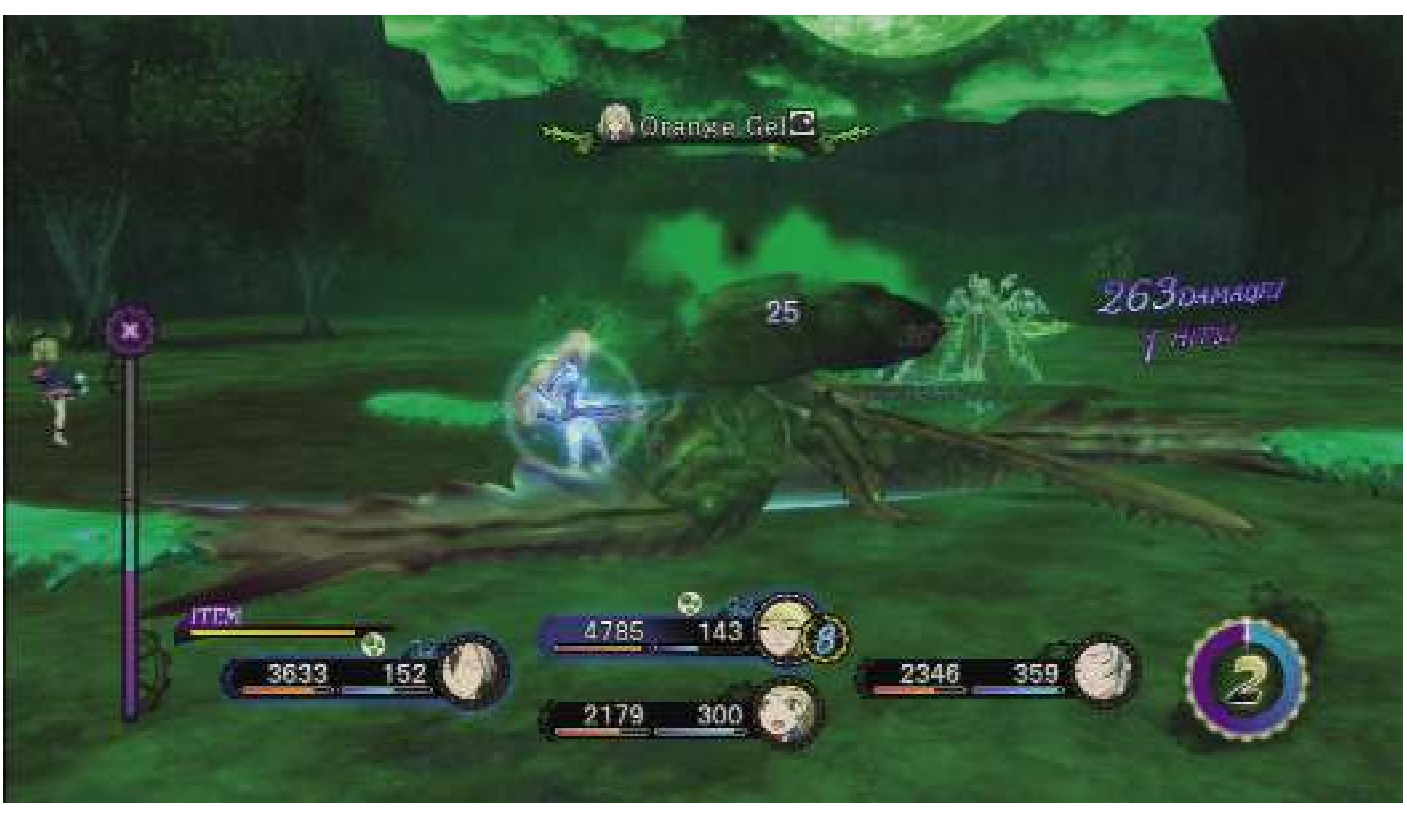
Stats			
Lv.	59–71	Iron Stance	400
HP	241800–285324		
Weak			
Strong			
Drop	Golden Frog (100%) Golden Frog (50%)		
Steal	Life Bottle (50%)		
Rewards	150000 gald/45000 Points		

Prep: Battle with Fire Artes From Afar



This boss will fall down immediately if you attack it with weakness-exploiting combos. However, when it falls down, it uses a Poison-emitting attack, making the combos impossible to continue. Flee back to a safe distance and attack it with Fire-type artes. Play as Milla, and bring Muzét and Elize along for support. Elize's Dispel arte will protect against status ailments, allowing you to fight without fear of Poison.

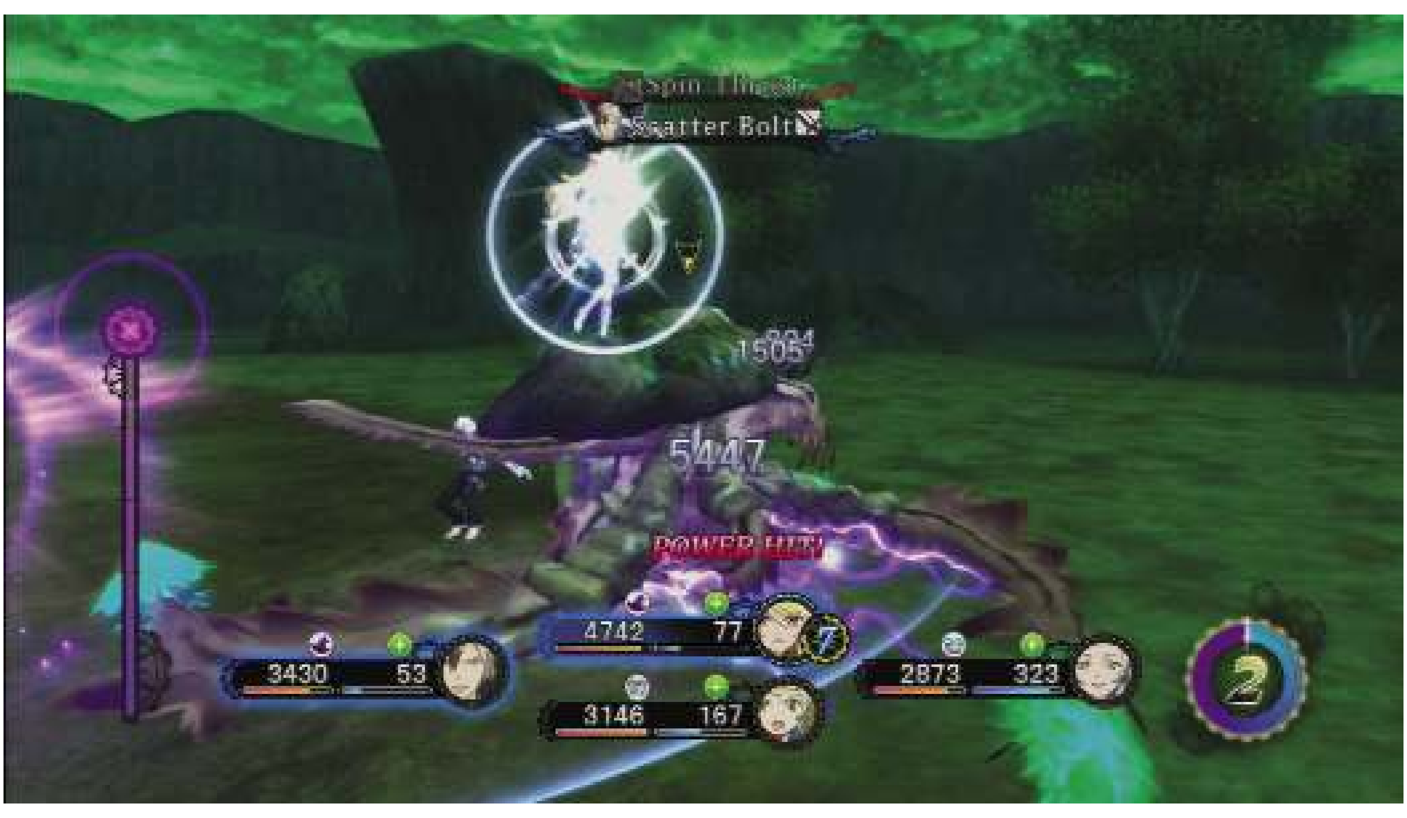
Tactics: Attack Its Weak Point with Lightning from Mid-air*



*Hold the button for the maximum amount of time.

This boss's tentacle/feeler things are its weak points. It holds them high up, where they're hard to hit, but not too high for Milla's Lightning attack (highest level). Use this arte in mid-air to hit its weak points. The boss will fall down, and you can then use Fire artes against it. When the boss rises again, once again fire off a mid-air Lightning attack (at its highest level). If the boss gets too close, use Muzét's Support Warp to zip away. Elize should be on poison-control duties, which means keeping her in a perpetual Teepo ON state and regularly casting Dispel. Ludger will get poisoned if he approaches the boss, so set his Action Strategy to Protect Yourself. He should only go on offense when his chromatus gauge is full enough to transform.

Attacks to Watch Out For



Spin Thrust: A charging attack that sweeps in nearby targets. You can avoid it by getting far enough away, so start back-stepping away when you see him rear back.

Poison Spew: The boss emits a cloud of poison whenever it's attacked while down. The cloud inflicts both damage and poison, so retreat as soon as it falls.

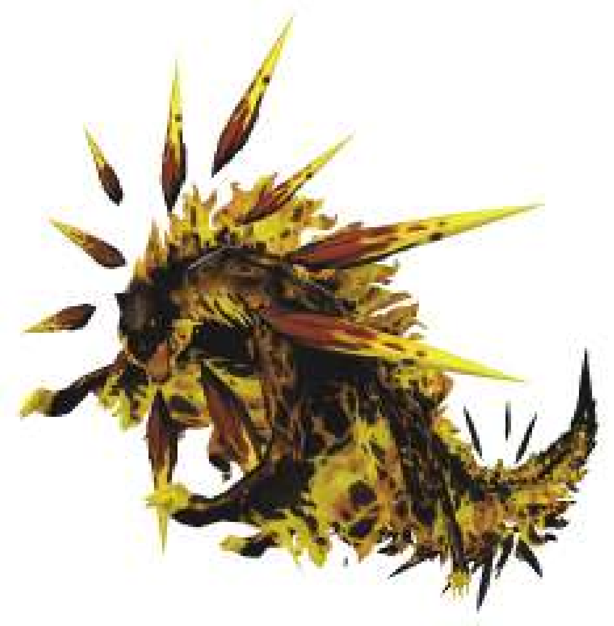
EX: Swap Ludger for Rowen

EX Stats			
Lv.	128–140	Iron Stance	400
HP	984126–1071174		
Weak			
Strong			
Drop	Golden Frog (100%) Golden Frog (50%)		
Steal	Life Bottle (50%)		
Rewards	480000 gald/144000 Points		

The basic strategy of having Milla cast Lightning (highest level) at the tentacles from mid-air should remain unchanged. Continue to use Fire artes regularly—if you're able to inflict the Burn status, it can take off as much as 20% of the boss's max HP! Since Ludger was never much help in this fight, replace him with Rowen and have him focus on casting Shimmering Toll. Set the Action Strategy for Muzét and Rowen to Spirit Artes Only.

Side Quests

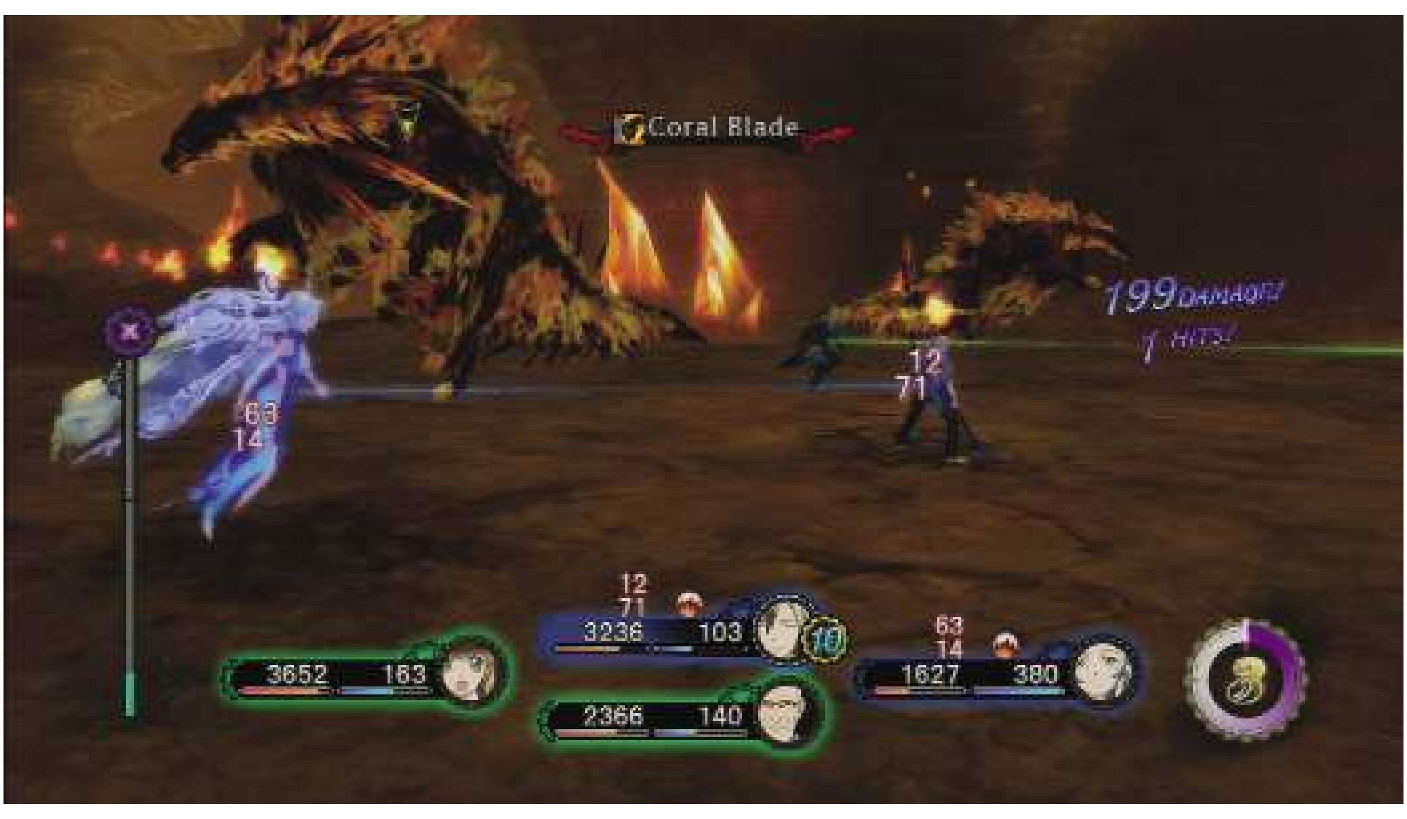
Burning Intensity: Magma Dragon!



Occurrence	
When	End of Chapter 14 onward
Location	Nala Lava Tubes

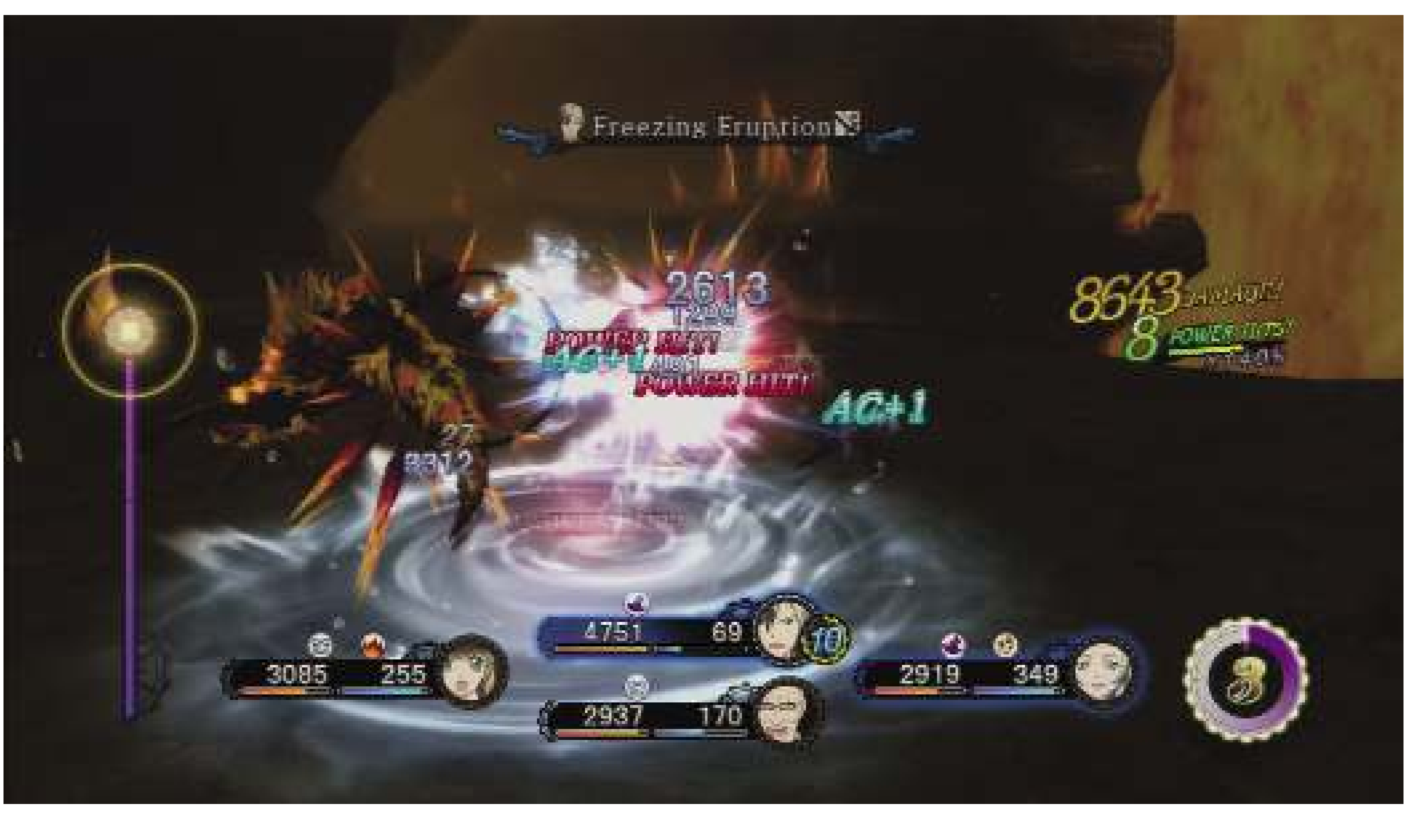
Stats			
Lv.	65–71	**Iron Stance**	200
HP	260292–281784		
Weak	● ●		
Strong	● ●		
Absorb	●		
Drop	Fire Spirit’s Rage (100%) Fire Spirit’s Rage (25%)		
Steal	Life Bottle (50%)		
Rewards	150000 gald/45000 Points		

Prep: Both Dragons Fight Mainly with Fire



In this battle, a second monster known as a Leviadragon appears alongside the boss. Unlike the boss, it’s weak against slash attacks and resistant to strike attacks, but that is the only significant difference. Both primarily attack with Fire attacks, so have Ludger equip a Red Cape, and everyone else equip Garnets for protection. Include Rowen and Muzét in your party for their ability to fight the foes with Water-type artes.

Tactics: Separate the Foes and Attack with Freezing Eruption Combos

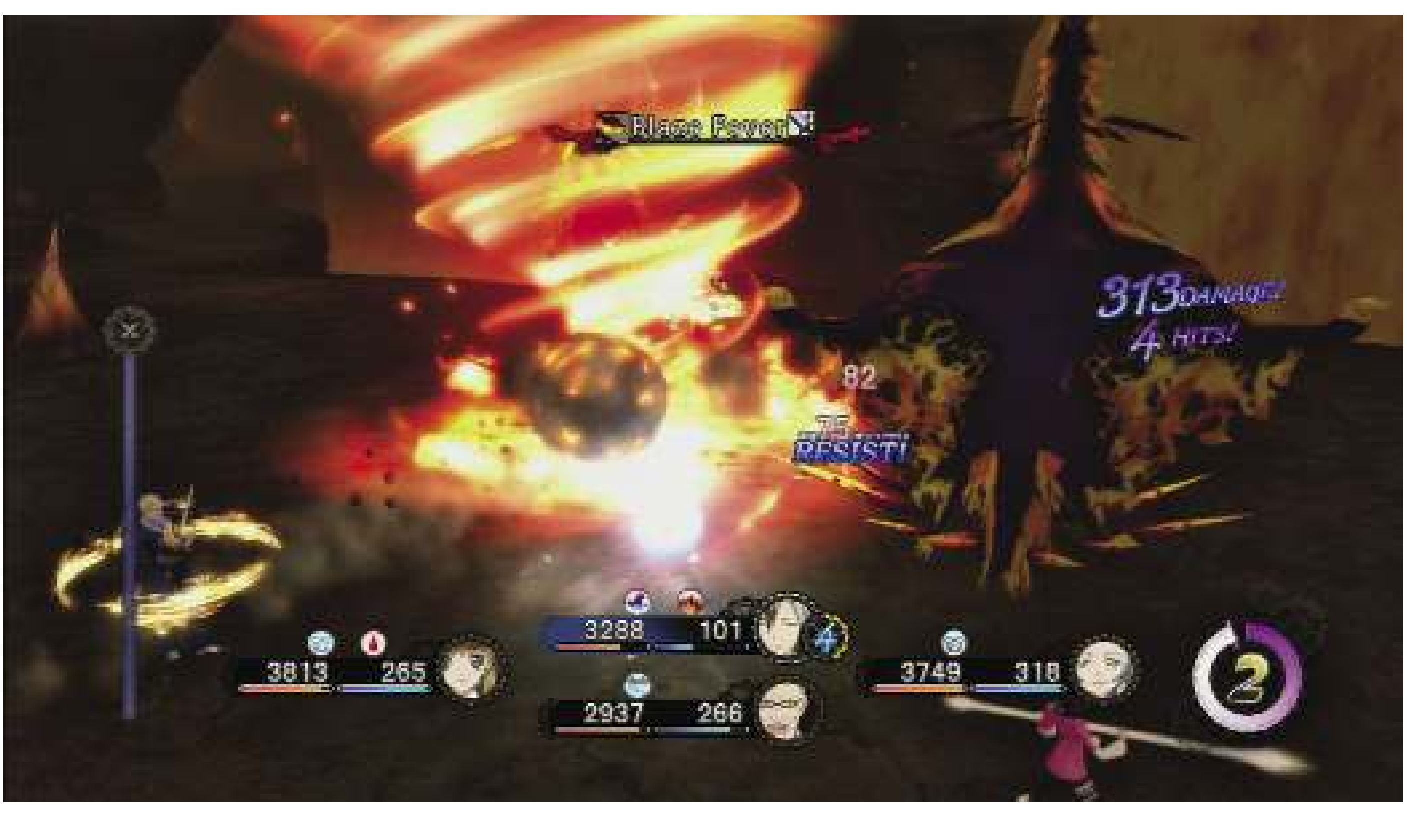


Set Muzét and Rowen’s Strategy to Spread Out and Spirit Artes Only. Pick one of the two foes and focus all of your attacks upon it. When you’ve successfully divided the foes, attack with the sledgehammer’s Freezing Eruption arcane arte. Not only will this arte hit with the element the foe is weak to, but it has a good chance of striking the boss’s head (its weak point) as well. Once the boss falls, prop it up again with Crushing Blow and continue your weak-point-exploiting combo. But if a ! pops up, guard immediately. If it’s a Fire attack, counterattack as you absorb the damage.

Knockdown: Attack After a Blaze Fever

After the enemy’s Blaze Fever arte, attack it (using a Linked Arte in EX mode) to break its Iron Stance and get a knockdown. You’ll be knocked back if the attack hits you, so either avoid it by free running or absorb the Fire-type damage.

Attacks to Watch Out For



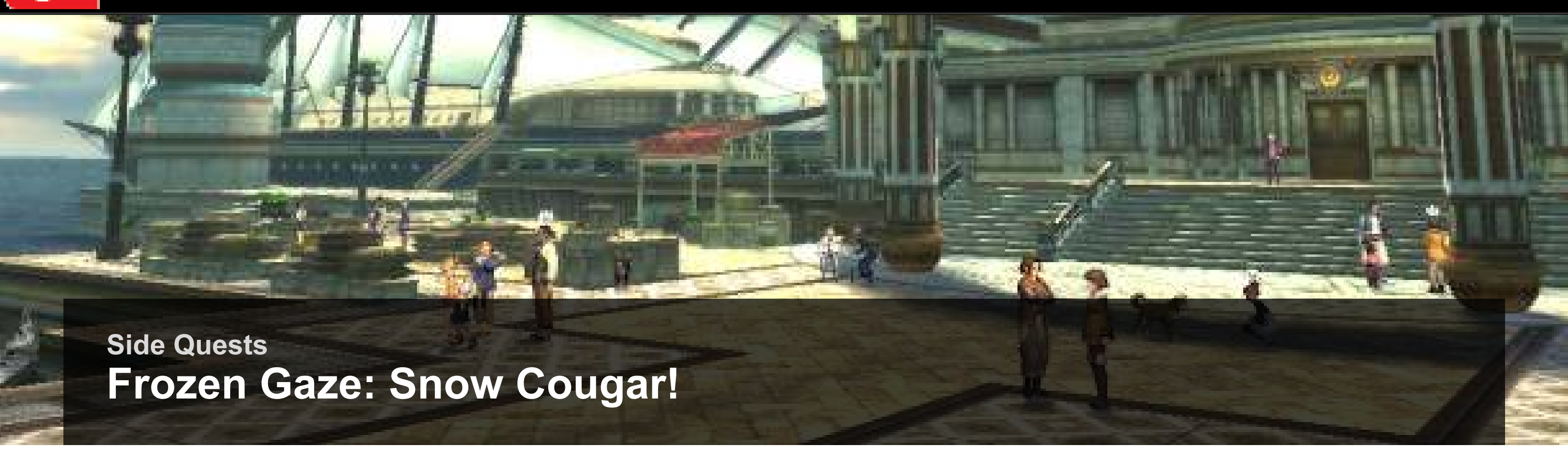
Blaze Fever: An attack that creates a whirlwind of flame. When the boss straightens its body vertically, make a rapid and drastic retreat to avoid getting hit.

Coral Blade: The boss attacks with the spikes around its head and tail. You can avoid the attack if you circle around to the boss’s side.

EX: Keep Ludger’s TP Up

EX Stats			
Lv.	134–140	**Iron Stance**	200
HP	1017450–1060542		
Weak	● ●		
Strong	● ●		
Absorb	●		
Drop	Fire Spirit’s Rage (100%) Fire Spirit’s Rage (25%)		
Steal	Life Bottle (50%)		
Rewards	400000 gald/120000 Points		

No matter how high your level, getting stuck between two dragons using Coral Blade will kill you in a flash. As before, divide your foes and make Freezing Eruption the focus of your offense. This battle will be a long one so have Elize set the Linked Mind skill and link with Ludger to maintain his TP supply. Have Rowen cast Glacial Core in hopes of petrifying the boss.



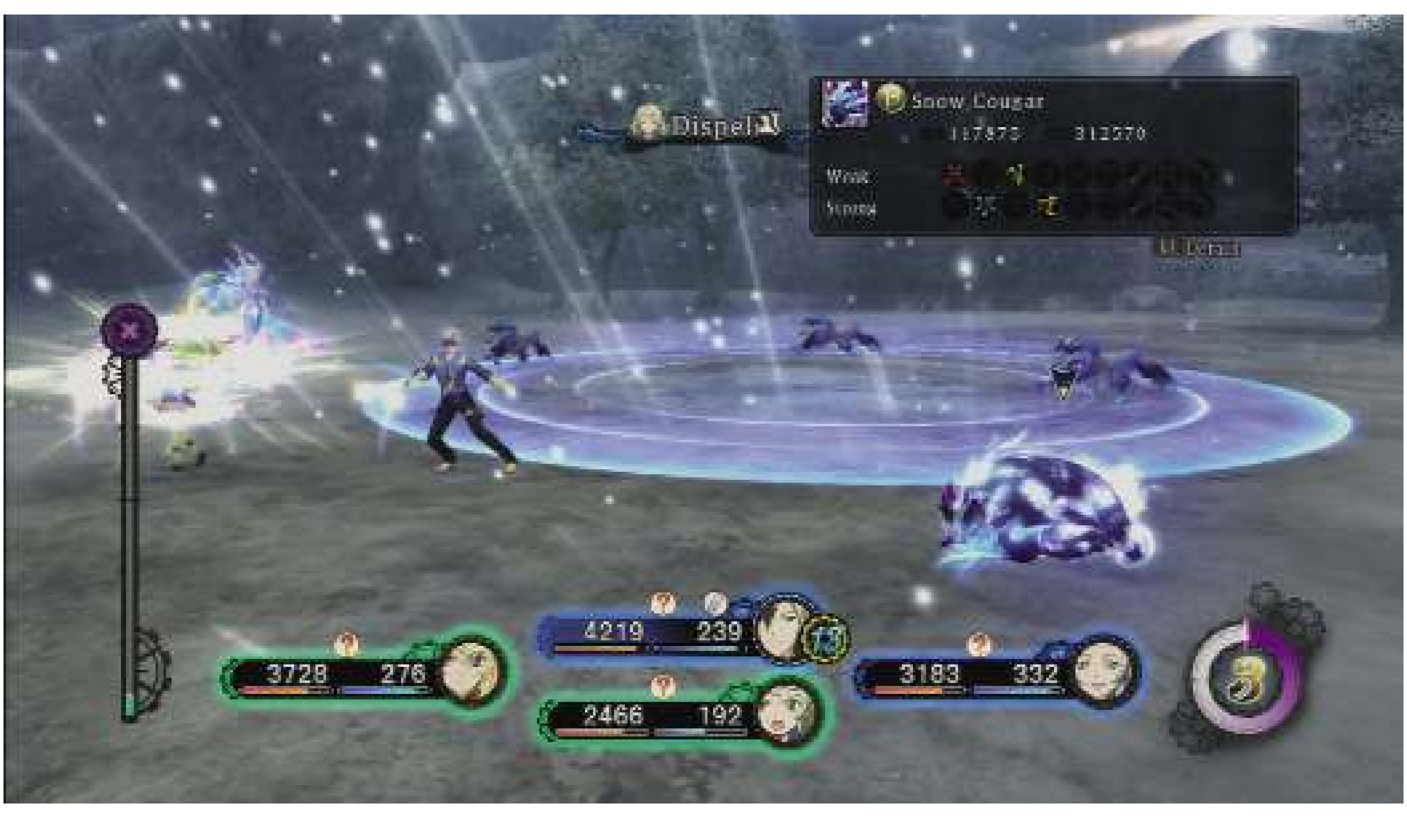
Side Quests

Frozen Gaze: Snow Cougar!

Occurrence	
When	End of Chapter 14 onward
Location	Xailen Woods

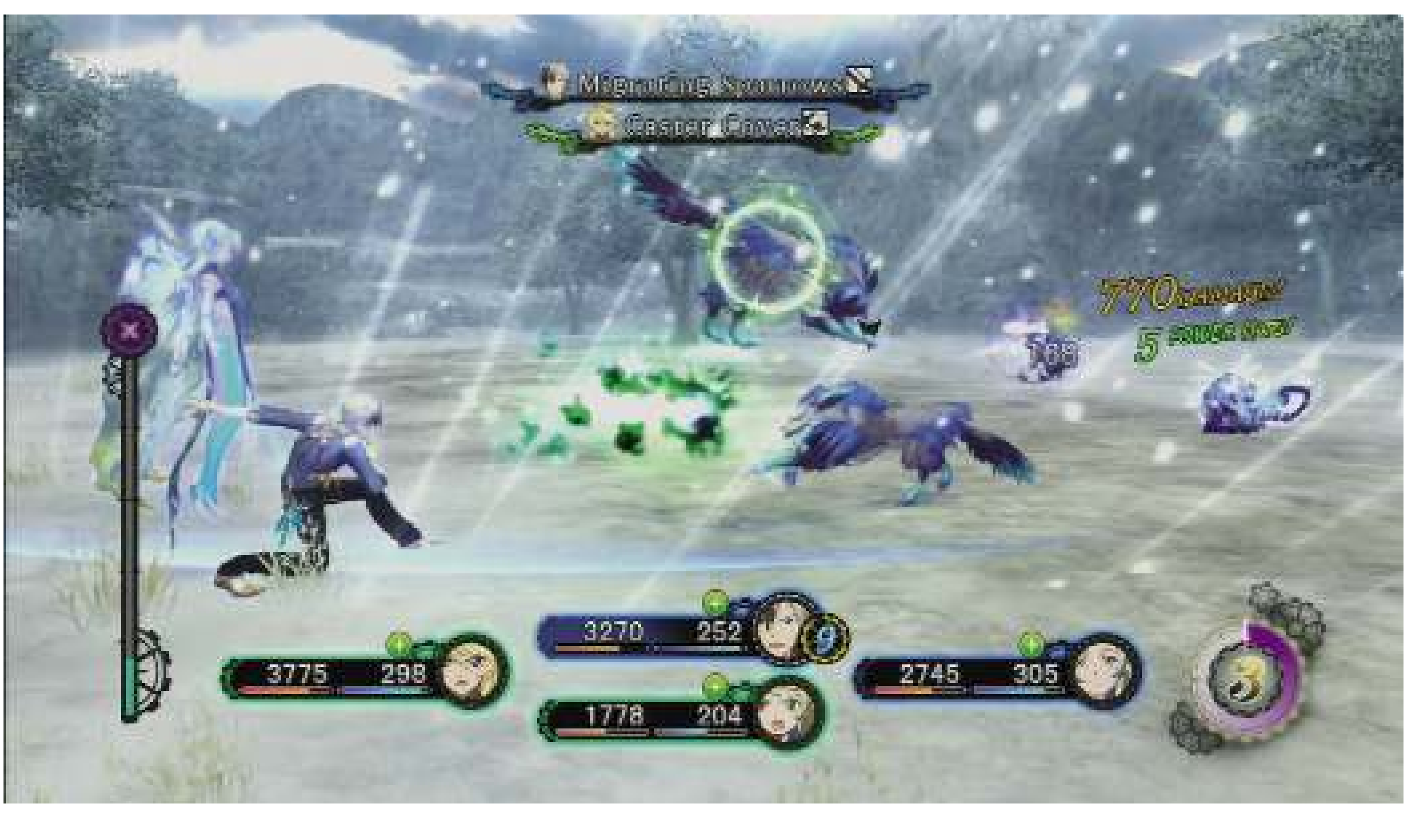
Stats			
Lv.	65–69	Iron Stance	200
HP	296262–312570		
Weak			
Strong			
Drop	Water Spirit's Tears (100%) Water Spirit's Tears (50%)		
Steal	Life Bottle (50%)		
Rewards	175000 gald/52500 Points		

Prep: Field Party Members Who Are Skilled with Fire



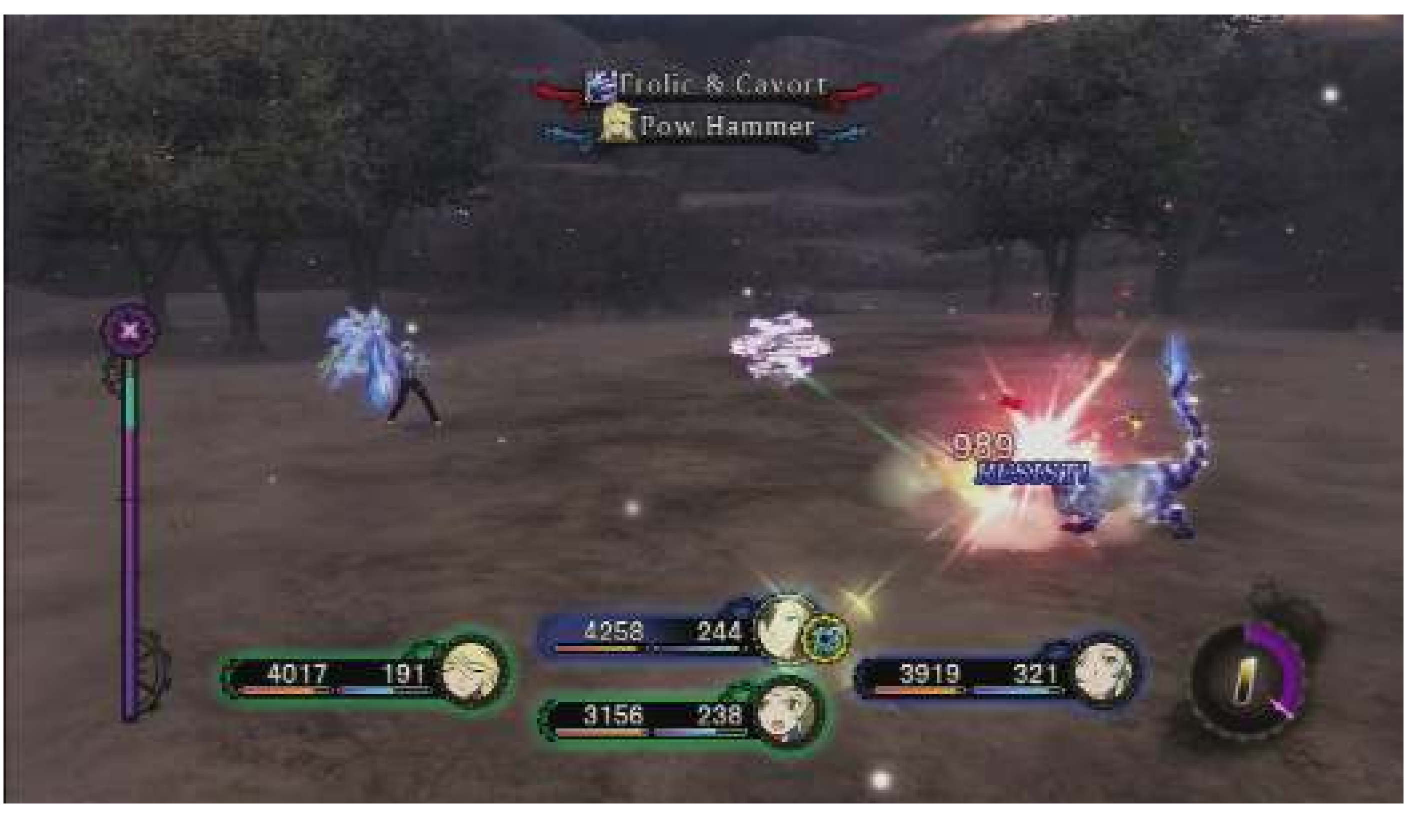
This boss is weak to Fire, so use Milla and Muzét for their repertoire of Fire artes, and set them to only cast Bolt Strike and Flame Ring. The boss uses attacks that inflict Petrify and Bleeding, so fill out your party with Elize and put her on Dispel duty. Compared to the other Elite Monsters, this boss appears to be unusually small on the field.

Tactics: Attack Its Tail



This boss moves extremely quickly, but its attacks aren't that potent, so if you guard religiously you should be fairly safe. When the boss turns away from you, attack the tail—that's its weak point. Linking with Milla and flanking the boss is a good way to get a shot at its tail. When the boss is reduced to half its HP, it enters Over Limit and uses Snowfall. This attack summons three Snow Wolf enemies to the battlefield, and until all three are defeated, a damaging blizzard will rage across the battlefield. The boss itself will hardly move while this is happening, but you won't be able to deal much damage to it, so focus your attacks on the Snow Wolves. Their defeat will leave the boss temporarily defenseless, giving you a good chance to strike.

Attacks to Watch Out For



Snowfall: An attack that creates a blizzard and summons three Snow Wolves. The blizzard deals Water and Earth damage to everyone on the battlefield at regular intervals.

Frolic & Cavort: The boss unleashes a pouncing attack. It uses this attack regularly on fallen foes to deal heavy damage. It also uses it during Over Limit.

EX: Stop Snowfall with Your Transformation

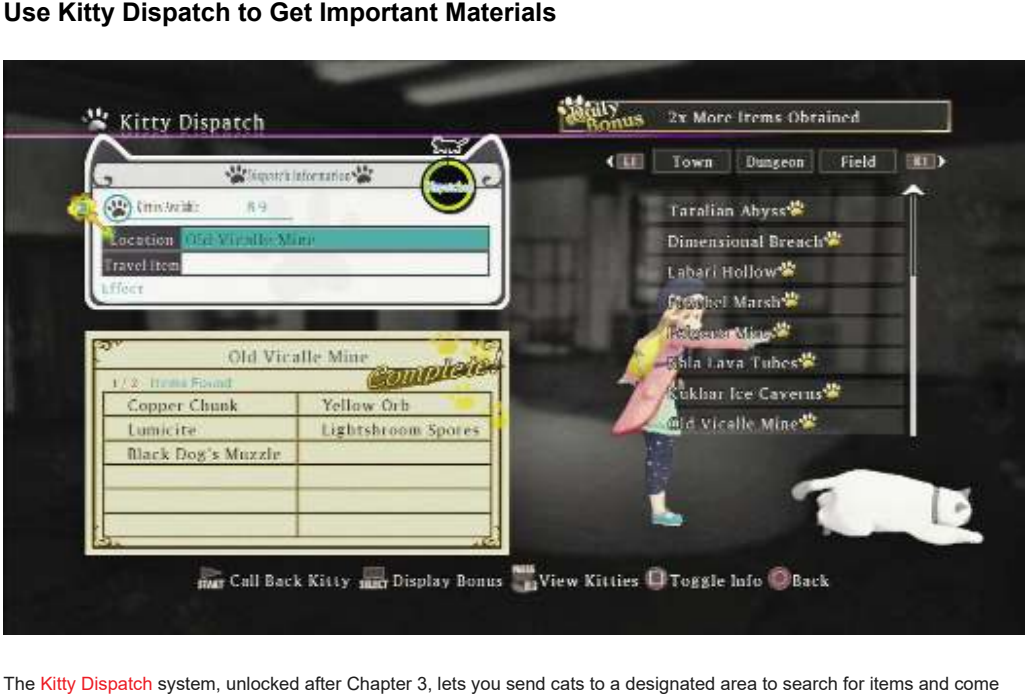
EX Stats			
Lv.	164–168	Iron Stance	200
HP	1399770–1432386		
Weak			
Strong			
Drop	Water Spirit's Tears (100%) Water Spirit's Tears (50%)		
Steal	Life Bottle (50%)		
Rewards	620000 gald/186000 Points		

As in the first battle, fight defensively, and use Power Charge 3 to strike at the boss's tail. Link with Milla and use strong attacks or Moonlight Assault in hopes of stunning the foe so Milla can successfully bind it. There's a real risk the party will be wiped out before you can defeat the Snow Wolves during Snowfall, so have Ludger transform as soon as the move's name appears on screen to cancel its effects. The boss is now weak to slashing, making it easy to perform weakness-exploiting combos with Milla's helpt

Side Quests

Kitty Dispatch

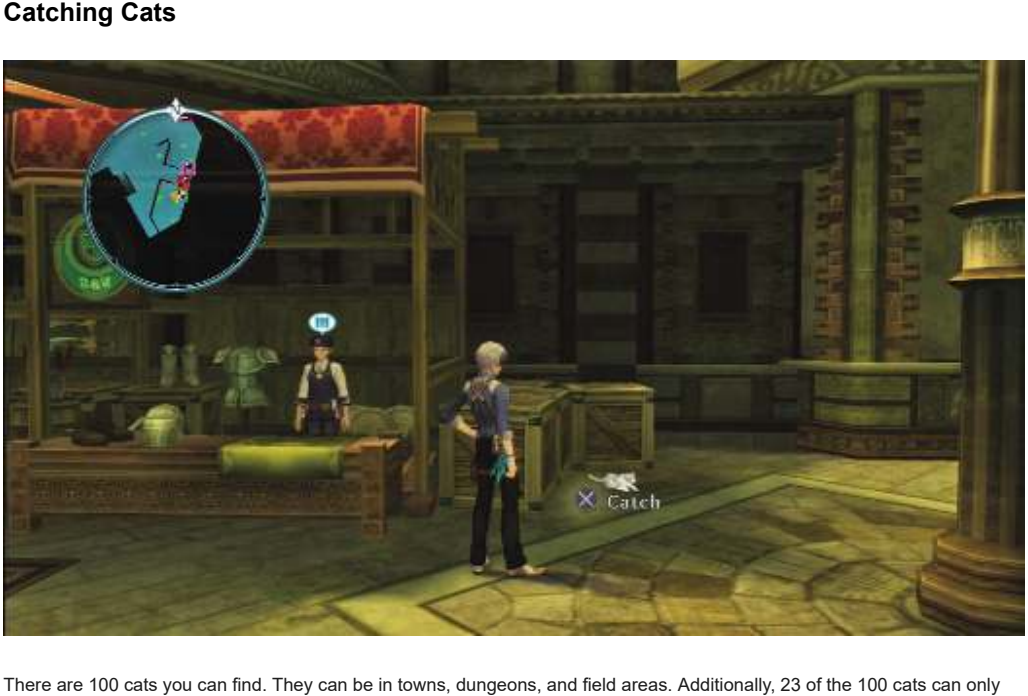
Use Kitty Dispatch to Get Important Materials



The Kitty Dispatch system, unlocked after Chapter 3, lets you send cats to a designated area to search for items and come back. As you find more cats, the odds of getting better items and the quantity of items both improve. Some items can only be acquired this way.

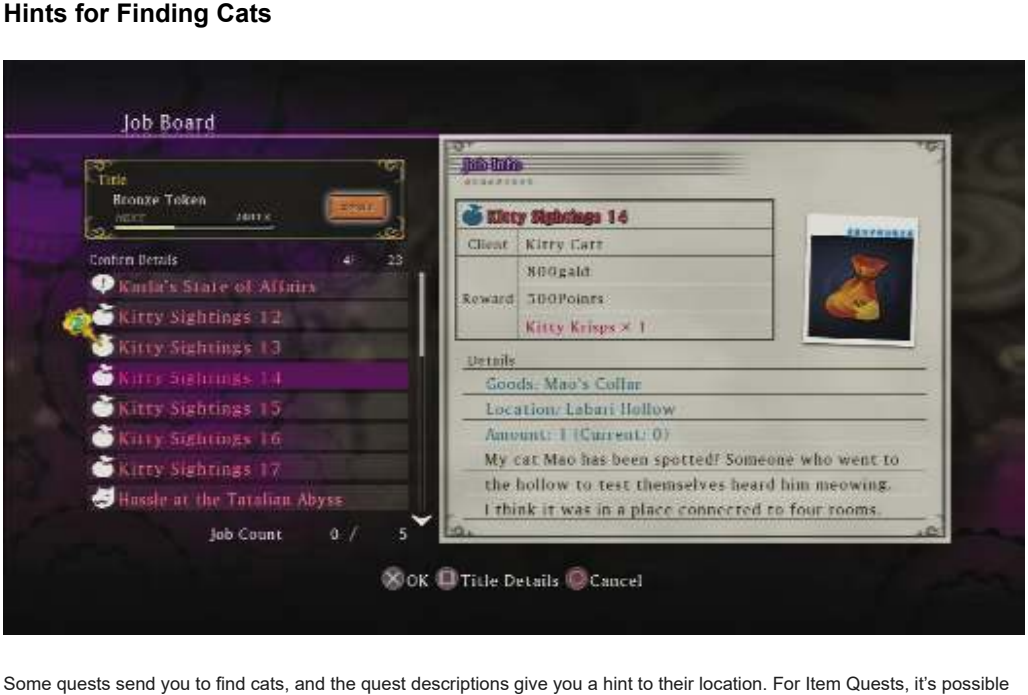
- Dispatch is available at any time/location in the game.
- There are certain items that can only be obtained via Kitty Dispatch.
- The more cats you own, the higher the probability of gaining an item.
- Upon catching all 100 cats, you will be granted a special reward item.

Catching Cats



There are 100 cats you can find. They can be in towns, dungeons, and field areas. Additionally, 23 of the 100 cats can only be found by other cats; they'll bring them back from Kitty Dispatch. There are no cats in Fractured Dimensions or other areas you can't return to, so don't worry about missing any. If you want to visit your furry friends, they hang out in a room on 1F of Frères Apartments in Trigleph.

Hints for Finding Cats



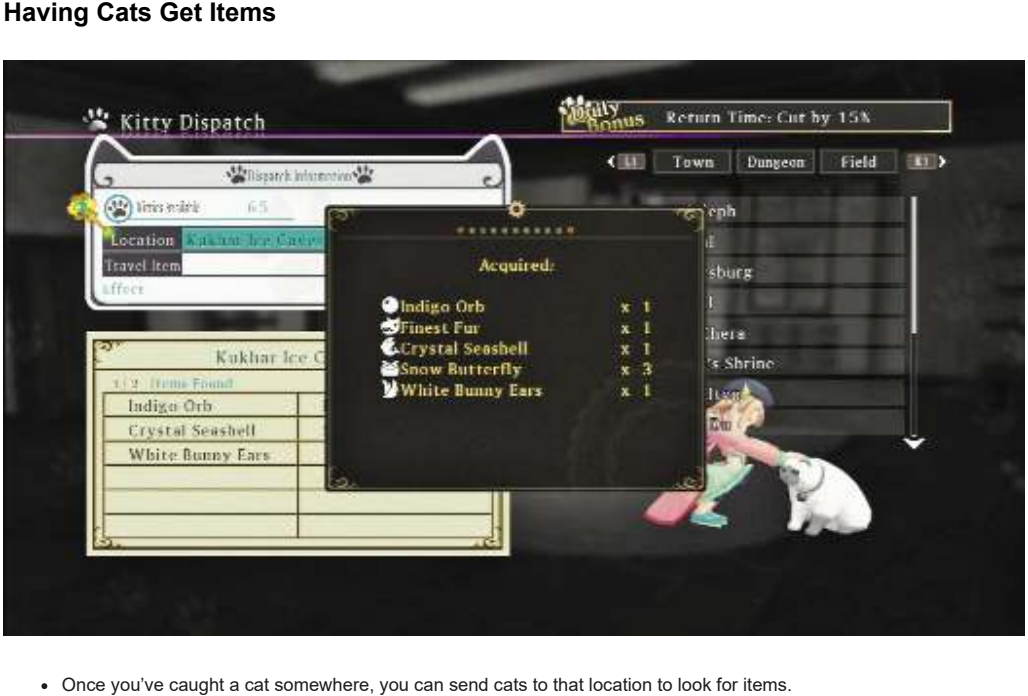
Client: Kitty Catt
Reward: 800gald
500Points
Kitty Krisps × 1
Details
Goods: Mao's Collar
Location: Labari Hollow
Amount: 1 (Current: 0)
My cat Mao has been spotted! Someone who went to the hollow to test themselves heard him meowing. I think it was in a place connected to four rooms.

Some quests send you to find cats, and the quest descriptions give you a hint to their location. For Item Quests, it's possible to find the cat (and its required collar) beforehand. However, there are also cats that can only be found during an Event Quest, so make sure to clear those as well to get 100. Refer to the following chart for complete details to find all 100 cats!

Collecting 100 Cats

Name	Quest	Kitty Dispatch	Location	Available Period
Malik			Trigleph	Event Quest 04 - The Days of Our Lives
Carol			Trigleph	Kitty Dispatch unlocked onward (Chapter 3 completed)
Suzu	√		Trigleph	Kitty Dispatch unlocked onward (Chapter 3 completed)
Winnie		√	Trigleph	Kitty Dispatch unlocked onward (Chapter 3 completed)
Ethos		√	Trigleph	Kitty Dispatch unlocked onward (Chapter 3 completed)
Luke	√		Duval	Kitty Dispatch unlocked onward (Chapter 3 completed)
Catstantine the Third			Duval	Event Quest 14 - Meeting with Julius
York		√	Duval	Kitty Dispatch unlocked onward (Chapter 3 completed)
Lithia			Marksburg	After Chapter 4/5 complete
Thomas			Marksburg	After Chapter 4/5 complete
Zagi		√	Marksburg	After Chapter 4/5 complete
Sasuke		√	Marksburg	After Chapter 4/5 complete
Schrodinger			Hamil	Debt Repayment Interval 5-6
Sharil		√	Hamil	Debt Repayment Interval 5-6
Badger			Nia Khera	Debt Repayment Interval 5-6
Trigger		√	Nia Khera	Debt Repayment Interval 5-6
Shorty			Milla's Shrine	Debt Repayment Interval 5-6
Nonya			Sharilton	Debt Repayment Interval 7-8
Yuni	√		Sharilton	Debt Repayment Interval 7-8
Sparkles		√	Sharilton	Debt Repayment Interval 7-8
Flakey			Xian Du	Debt Repayment Interval 8-9
Harry			Xian Du	Debt Repayment Interval 8-9
Kyo	√		Xian Du	Debt Repayment Interval 8-9
Claire			Kanbalar	Debt Repayment Interval 8-9
Breezy	√		Kanbalar	Debt Repayment Interval 8-9
Corgan			Kanbalar	Debt Repayment Interval 8-9
Euler		√	Kanbalar	Debt Repayment Interval 8-9
Woodrow			Xailen Woods Temple	Debt Repayment Interval 8-9
Guy		√	Xailen Woods Temple	Debt Repayment Interval 8-9
Suzuki			Fennmont	Debt Repayment Interval 10-11
Wily	√		Fennmont	Debt Repayment Interval 10-11
Kahmari			Fennmont	Debt Repayment Interval 10-11
Gazpacho		√	Fennmont	Debt Repayment Interval 10-11
Enya			Drellin	Debt Repayment Interval 9-10
Tartaros	√		Drellin	Debt Repayment Interval 9-10
Ivan		√	Drellin	Debt Repayment Interval 9-10
Stallone			Leronde	Debt Repayment Interval 9-10
Rocky	√		Leronde	Debt Repayment Interval 9-10
Lotus			Aladhi Seahaven	Debt Repayment Interval 5-6
Tart			Sapstrath Seahaven	Debt Repayment Interval 7-8
Licca			Lakutam Seahaven	Debt Repayment Interval 8-9
Tiggy			Spirius Corporation	Chapter 6
Patches			Spirius Corporation	Chapter 6
Narcissus			Helioborg Research Station	Chapter 4/5
Brownie		√	Helioborg Research Station	Chapter 4/5
Boris	√		Agent Training Facility	Chapter 14
Lucca			Kijara Seafalls	Debt Repayment Interval 5-6
Bilbo		√	Kijara Seafalls	Debt Repayment Interval 5-6
Spartan			Nia Khera Hallowmont	Debt Repayment Interval 5-6
Moon			Sapstrath Deepwood	Debt Repayment Interval 7-8
Chi-Chi	√		Sapstrath Deepwood	Debt Repayment Interval 7-8
Nano		√	Bermia Gorge	Debt Repayment Interval 7-8
Salmon		√	Bermia Gorge	Debt Repayment Interval 7-8
Taka	√		Bermia Gorge	Debt Repayment Interval 7-8
Lazy			Fort Gandala	After Chapter 11 complete
Smacks		√	Fort Gandala	After Chapter 11 complete
Pebbles			Tatalian Abyss	Debt Repayment Interval 4-5
Torche	√		Tatalian Abyss	Debt Repayment Interval 4-5
Swagmo			Dimensional Breach	Debt Repayment Interval 4-5
Setsuna			Labari Hollow	Debt Repayment Interval 8-9
Mao	√		Labari Hollow	Debt Repayment Interval 8-9
Keele			Orda Palace	Debt Repayment Interval 10-11
Iris		√	Orda Palace	Debt Repayment Interval 10-11
Nanaly	√		Laforte Research Center	Debt Repayment Interval 10-11
Noel	√		Fezebel Marsh	After Chapter 10 complete
Melvin			Felgana Mine	Debt Repayment Interval 9-10
Croquette	√		Felgana Mine	Debt Repayment Interval 9-10
Fauntleroy			Land of Canaan	Chapter 16
Hiro		√	Land of Canaan	Chapter 16
Ruby	√		Alest Highroad	Kitty Dispatch unlocked onward (Chapter 3 completed)
Tilton			Torbalan Highroad	Debt Repayment Interval 3-4
Filbert			Aladhi Trail	Debt Repayment Interval 5-6
Nuke			Galia Trail	Debt Repayment Interval 5-6
Norse			Nia Khera Spiritway	Debt Repayment Interval 5-6
Prickly Pete	√		Xagut Floodmeadow	Debt Repayment Interval 5-6
Meowcifer	√		Sapstrath Highroad	Debt Repayment Interval 7-8
Michael			Culmar Trail	Debt Repayment Interval 7-8
Lil Scrappy	√		Culmar Trail	Debt Repayment Interval 7-8
Natalina	√		Talys Highroad	Debt Repayment Interval 7-8
Keke			Rusalle Highroad	Debt Repayment Interval 4-5
Keisha			Rusalle Highroad	Debt Repayment Interval 4-5
Sir Meows-a-Lot			Lakutam Highroad	Debt Repayment Interval 8-9
Kittypants		√	Lakutam Highroad	Debt Repayment Interval 8-9
Wasabi			Royal Hunting Grounds	Debt Repayment Interval 8-9
Zexyz			Mon Highlands	Debt Repayment Interval 8-9
Holmes	√		Mon Highlands	Debt Repayment Interval 8-9
Tom		√	Mon Highlands	Debt Repayment Interval 8-9
Princess Purry			Xailen Woods	Debt Repayment Interval 8-9
Scratchy			Nala Lava Tubes	Debt Repayment Interval 8-9
Petunia		√	Nala Lava Tubes	Debt Repayment Interval 8-9
Emil			Kukhar Ice Caverns	Debt Repayment Interval 8-9
Stumbles	√		Sillea Tundra	Debt Repayment Interval 8-9
Dasher	√		Tulea Tundra	Debt Repayment Interval 8-9
Cannon	√		Barnauer Highroad	Debt Repayment Interval 10-11
Lucy			Barnauer Highroad	Debt Repayment Interval 10-11
Carolina	√		Arklund Quag	Debt Repayment Interval 10-11
Deltrese		√	Arklund Quag	Debt Repayment Interval 10-11
Nelly	√		Catamar Heights	Debt Repayment Interval 9-10
Monty	√		Voltea Woods	Debt Repayment Interval 9-10
Whiskey			Old Vicalle Mine	Debt Repayment Interval 9-10

Having Cats Get Items



Acquired:
Indigo Orb x 1
Finest Fur x 1
Crystal Seashell x 1
Snow Butterfly x 3
White Bunny Ears x 1

- Once you've caught a cat somewhere, you can send cats to that location to look for items.
- There are 55 possible locations, and each has different items to collect.
- Cats return with the collected items after 15 minutes.
- You can call them back sooner, but you won't get any items.
- You can send them out in Fractured Dimensions, but they'll actually search the normal world.
- There are five or six items per area. Items that are not yet found are listed as ????.
- Once you've found all but one item in an area, the next time the cats might bring back an attachment or weapon, completing the area.
- Cats can bring back Material, Rare Items, new Cats, Attachments, and Weapons.

Boost Item Retrieval

Daily Bonuses

When you send out cats, you can send them with an item that increases the odds of finding rare items or hastens the speed with which they return. Also, there's a different bonus every day. You can set your game's date/clock to trick the system into getting the bonus you want.

Day	Bonus Effect
Mon	Item Acquisition Probability for Rieze Maxia area raised by 20%
Tue	Number of items acquired is doubled
Wed	Item Acquisition Probability for all areas raised by 20%
Thu	Kitty Dispatch period reduced by 15% (2 min, 15 sec)
Fri	Item Acquisition Probability for Elympios area raised by 20%
Sat	Kitty Dispatch period reduced by 20% (3 min)
Sun	Number of items acquired is tripled

Travel Items

By using a support item, you can gain a bonus effect of reducing the time cats spend searching for items. The reduced time is in addition to the Daily Bonus!

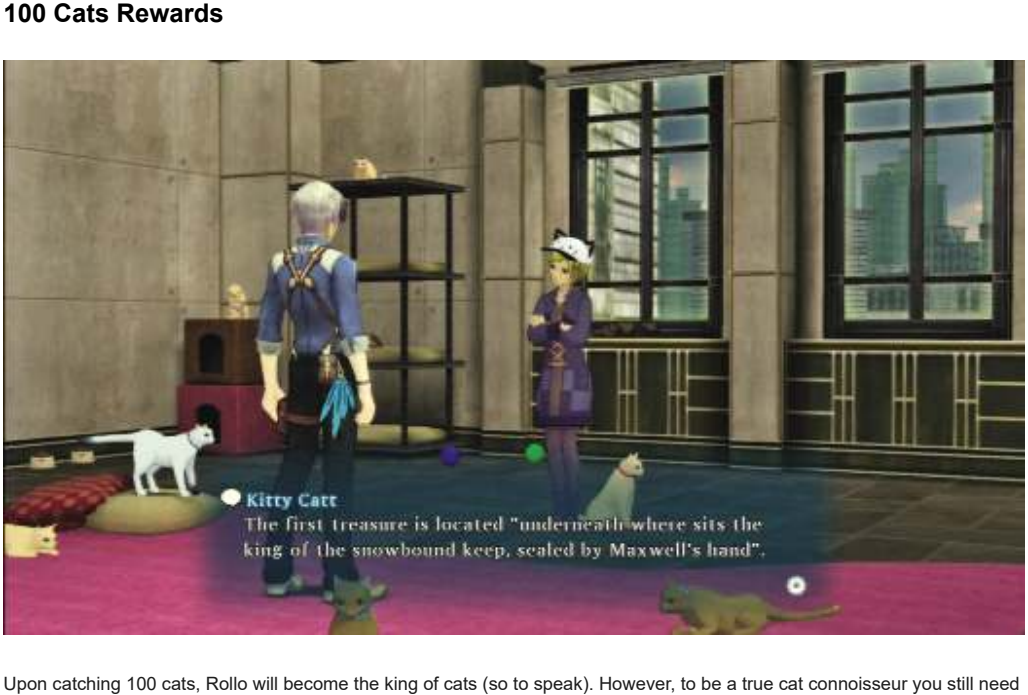
Item Name	Effects
Kitty Krisps	Reduces time of return by 10% (1 min, 30 sec)
Gummy Fishies	Reduces time of return by 15% (2 min, 15 sec)
Catnip	Reduces time of return by 25% (3 min, 45 sec)
Kitty Toy	Reduces time of return by 35% (5 min, 15 sec)
Royal Feast	Rare item acquisition probability is tripled

The Item Retrieval System

Each item a cat can find has a preset percentage chance of being found. Typically it's 40–60% for materials, 20–30% for rare items, and 30% for cats. However, these odds improve by 10% for every twenty cats you dispatch. Note that if you've met the conditions to acquire them, you'll always receive the weapon or attachment. In addition to the odds, the more cats you have, the more copies of items you'll find. The next chart lists probability boost as the number of cats increase.

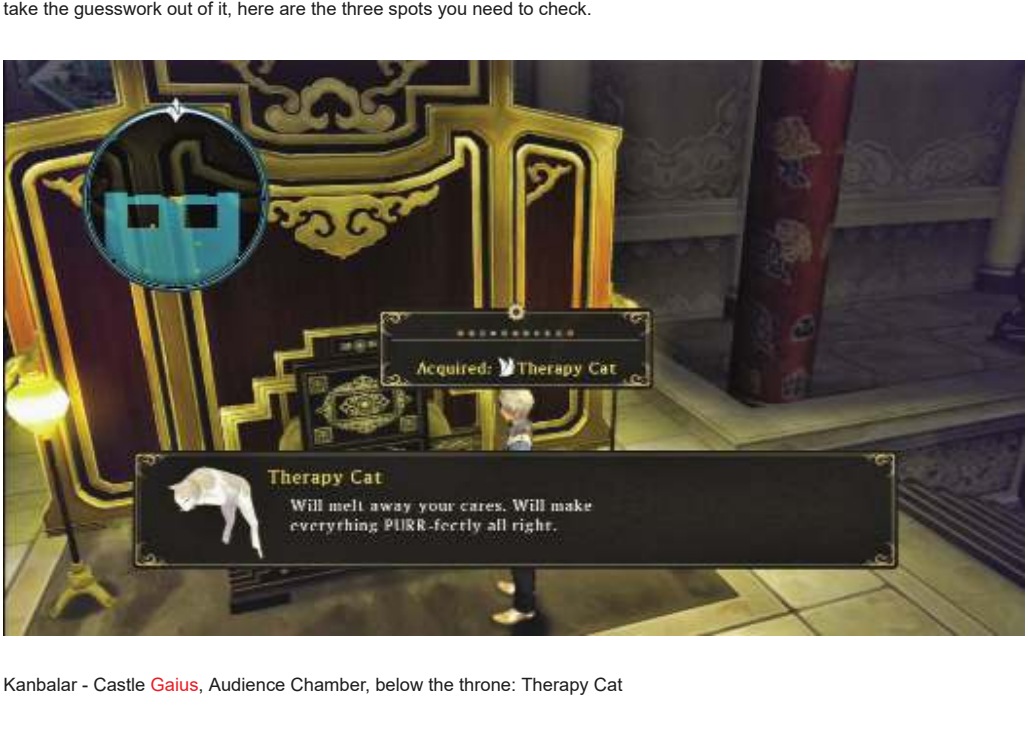
Stage	Number of Cats	Probability Percentage Increase	Item Acquisition Probability (Material)	Item Acquisition Probability (Rare Item)
Stage 1	1–20	+0%	40–60%	20–30%
Stage 2	21–40	+10%	50–70%	30–40%
Stage 3	41–60	+20%	70–80%	40–50%
Stage 4	61–80	+30%	80–90%	50–60%
Stage 5	81–100	+40%	90–100%	60–70%

100 Cats Rewards



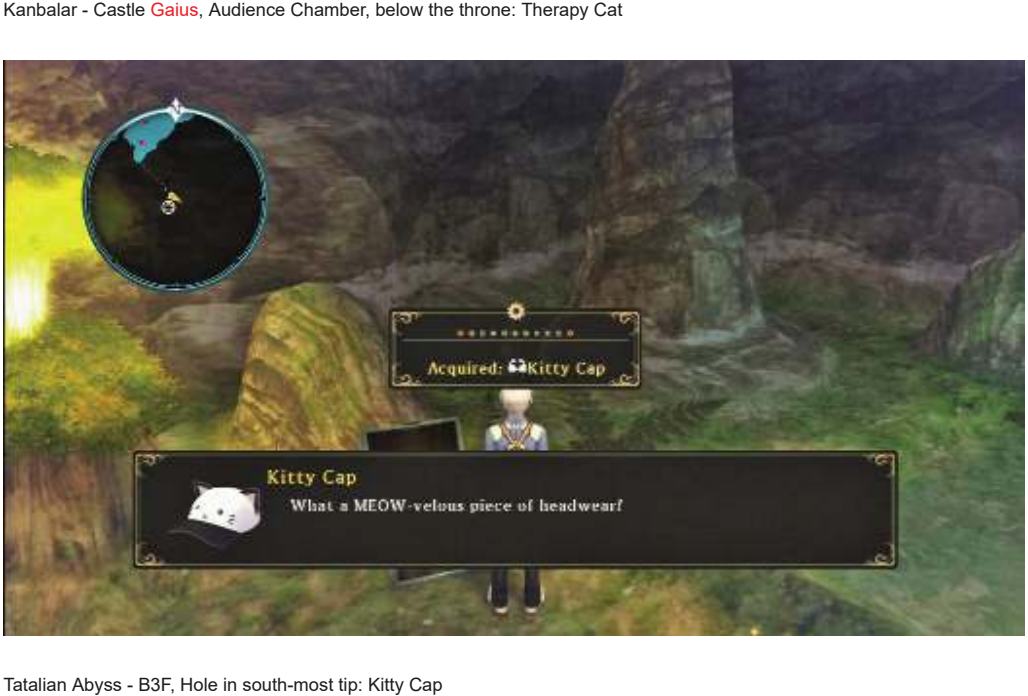
The first treasure is located "underneath where sits the king of the snowbound keep, sealed by Maxwell's hand".

Upon catching 100 cats, Rollo will become the king of cats (so to speak). However, to be a true cat connoisseur you still need to find three special items. Go to the first floor of your apartment building and enter Catt's Den. Kitty Catt is ecstatic, and as a reward she tells you that each of the kitty collars actually contain a hint to three treasures. She gives pretty good hints, but to take the guesswork out of it, here are the three spots you need to check.



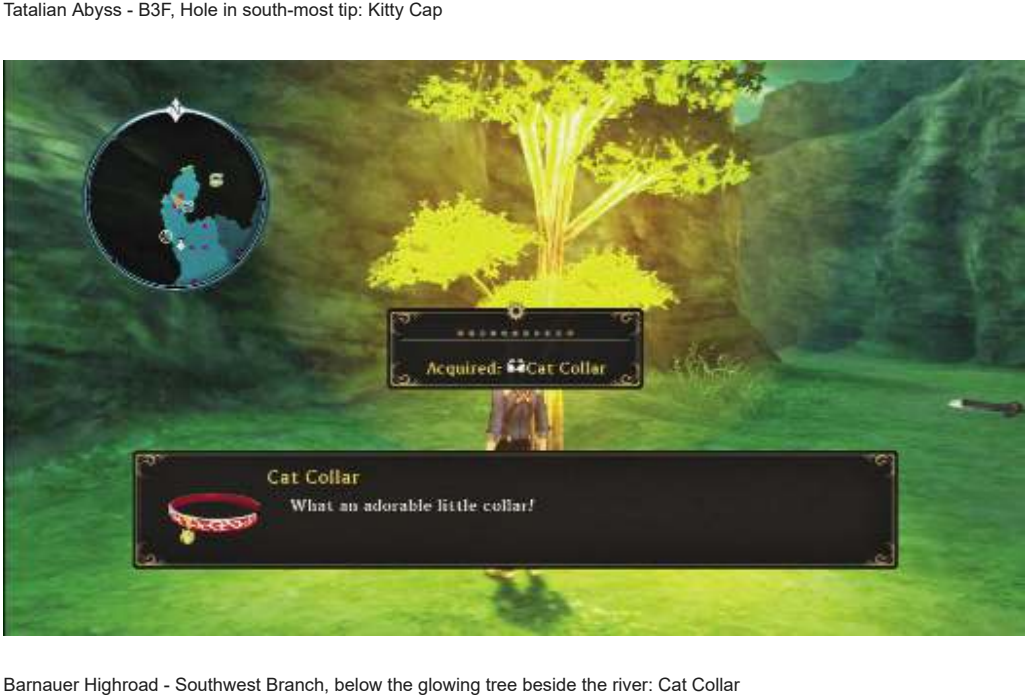
Will melt away your cares. Will make everything PURR-fectly all right.

Kanbalar - Castle Gaius, Audience Chamber, below the throne: Therapy Cat



What a MEOW-velous piece of headwear!

Tatalian Abyss - B3F, Hole in south-most tip: Kitty Cap



What an adorable little collar!

Barnauer Highroad - Southwest Branch, below the glowing tree beside the river: Cat Collar

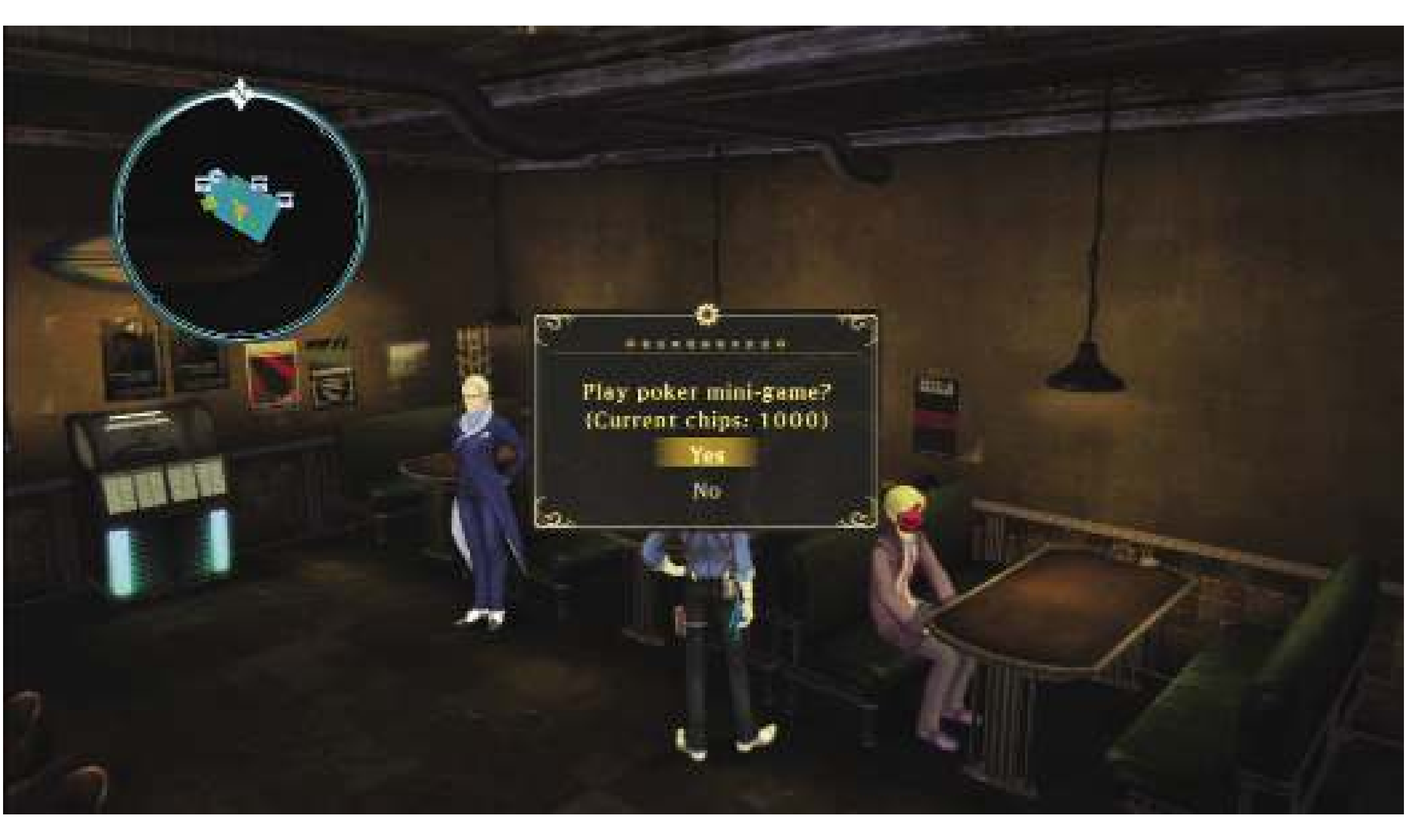
Kitty Dispatch—Location and Items

						LEVEL 1 (1 - 20 Cats)			LEVEL 2 (21 - 40 Cats)		
Area	**Type**	**Item Name**	**Available Only Once**	**Completion Bonus**	**Rare**	**Probability**	**Min Value**	**Max Value**	**Probability**	**Min Value**	**Max Valu**
Trigleph	Material 1	Potato	×	×	×	60	1	3	70	2	7
	Material 2	Carrot	×	×	×	60	1	3	70	2	7
	Material 3	Tuna	×	×	×	60	1	3	70	2	7
	Rare	"Ex Machina" Whiskey	×	×	√	20	1	1	30	1	2
	Cat 1	Winnie	√	×	√	30	1	1	40	1	1
	Cat 2	Ethos	√	×	√	30	1	1	40	1	1
	Weapon	Cat Tails	√	√	×	100	1	1	100	1	1
Duval	Material 1	Onion	×	×	×	60	1	3	70	2	7
	Material 2	Egg	×	×	×	60	1	3	70	2	7
	Material 3	Chipped Claw	×	×	×	50	1	2	60	1	2
	Rare	"Noir Rare" Brandy	×	×	√	20	1	1	30	1	2
	Cat 1	York	√	×	√	30	1	1	40	1	1
	Attachment	Noise-Cancelling Headphones	√	√	×	100	1	1	100	1	1
Marksburg	Material 1	Salmon	×	×	×	60	1	3	70	2	7
	Material 2	Sea Bream	×	×	×	50	1	2	60	1	5
	Material 3	Seafood Set	×	×	×	50	1	2	60	1	5
	Rare	Seabird Egg	×	×	√	30	1	1	30	1	2
	Cat 1	Zagi	√	×	√	30	1	1	40	1	1
	Cat 2	Sasuke	√	×	√	30	1	1	40	1	1
	Weapon	Tuna-Can Hammer	√	√	×	100	1	1	100	1	1
Hamil	Material 1	Onion	×	×	×	60	1	3	70	2	7
	Material 2	Veggie Set	×	×	×	50	1	2	60	2	5
	Special 6	Napple	×	×	×	60	1	2	70	1	1
	Rare	Porange	×	×	√	20	1	1	30	1	2
	Cat 1	Sharil	√	×	√	30	1	1	40	1	1
	Weapon	Foxtail	√	√	×	100	1	1	100	1	1
Nia Khera	Material 1	Animal Glue	×	×	×	50	1	2	60	1	2
	Material 2	Veggie Set	×	×	×	50	1	2	60	2	5
	Material 3	Egg	×	×	×	60	1	3	70	2	7
	Rare	Rappig Ears	×	×	√	20	1	1	30	1	2
	Cat 1	Trigger	√	×	√	30	1	1	40	1	1
	Weapon	Cat Stack	√	√	×	100	1	1	100	1	1
Milla's Shrine	Material 1	Nameless Seed	×	×	×	50	1	2	60	1	2
	Material 2	Beautiful Insect Wings	×	×	×	50	1	2	60	1	2
	Material 3	Aphid King	×	×	×	40	1	2	50	1	2
	Rare	Holy Ash	×	×	√	20	1	1	30	1	2
	Attachment	Milla's Bangs Replica	√	√	×	100	1	1	100	1	1
Sharilton	Material 1	Potato	×	×	×	60	1	3	70	2	7
	Material 2	Aphid	×	×	×	50	1	2	60	1	2
	Material 3	Secret Seed	×	×	×	40	1	2	50	1	2
	Rare	Model Windmill	×	×	√	20	1	1	30	1	2
	Cat 1	Sparkles	√	×	√	30	1	1	40	1	1
	Weapon	Fishing Rod	√	√	×	100	1	1	100	1	1
Xian Du	Material 1	Feather	×	×	×	60	1	2	70	1	2
	Material 2	Tanned Leather	×	×	×	50	1	2	60	1	2
	Material 3	Fireproof Cloth	×	×	×	40	1	2	50	1	2
	Rare	Prayer Pennants	×	×	√	20	1	1	30	1	2
	Weapon	Scratching Post	√	√	×	100	1	1	100	1	1
Kanbalar	Material 1	Quill Pen	×	×	×	50	1	2	60	1	3
	Material 2	Finest Fur	×	×	×	40	1	2	50	1	2
	Material 3	Rainbow Lens	×	×	×	40	1	2	50	1	2
	Rare	Gaius Dumpling	×	×	√	20	1	1	30	1	2
	Cat 1	Euler	√	×	√	30	1	1	40	1	1
	Weapon	Catana	√	√	×	100	1	1	100	1	1
Xailen Woods Temple	Material 1	Shattered Bone	×	×	×	50	1	2	60	1	3
	Material 2	Claricite	×	×	×	40	1	2	50	1	2
	Material 3	Cantarella	×	×	×	40	1	2	50	1	2
	Rare	Stained Glass Fragments	×	×	√	20	1	1	30	1	2
	Cat 1	Guy	√	×	√	30	1	1	40	1	1
	Attachment	Earmuffs	√	√	×	100	1	1	100	1	1
Fennmont	Material 1	Whirling Seashell	×	×	×	40	1	2	50	1	2
	Material 2	Quill Pen	×	×	×	50	1	2	60	1	3
	Material 3	Gelatin	×	×	×	50	1	2	60	1	3
	Rare	"Moonlight" Bourbon	×	×	√	20	1	1	30	1	2
	Cat 1	Gazpacho	√	×	√	30	1	1	40	1	1
	Weapon	Rollo Mittens	√	√	×	100	1	1	100	1	1
Drellin	Material 1	Sea Bream	×	×	×	50	1	2	60	1	5
	Material 2	Salmon	×	×	×	60	1	3	70	2	7
	Material 3	Tuna	×	×	×	60	1	2	70	1	5
	Material 4	Seafood Set	×	×	×	50	1	2	60	1	5
	Rare	"Casual" Tequila	×	×	√	20	1	1	30	1	2
	Cat 1	Ivan	√	×	√	30	1	1	40	1	1
	Attachment	Swordsman's Eyepatch	√	√	×	100	1	1	100	1	1
Leronde	Material 1	Crude Stinger	×	×	×	50	1	1	60	1	2
	Material 2	Carrot	×	×	×	60	1	3	70	2	7
	Material 3	Seafood Set	×	×	×	50	1	2	60	1	5
	Rare	Roasted Chicken	×	×	√	20	1	1	30	1	2
	Weapon	Gimme-Dat!	√	√	×	100	1	1	100	1	1
Aladhi Seahaven	Material 1	Crystal Seashell	×	×	×	40	1	2	50	1	2
	Material 2	Anonymous Seed	×	×	×	50	1	2	60	1	2
	Material 3	Whirling Seashell	×	×	×	40	1	2	50	1	2
	Rare	"Akebono" Sake	×	×	√	20	1	1	30	1	2
	Attachment	Shiba Dog's Muzzle	√	√	×	100	1	1	100	1	1
Sapstrath Seahaven	Material 1	Sharp Fang	×	×	×	60	1	2	70	1	2
	Material 2	Crystal Seashell	×	×	×	40	1	2	50	1	2
	Material 3	Sea Bream	×	×	×	50	1	2	60	1	5
	Rare	"Floresta" Wine	×	×	√	20	1	1	30	1	2
	Attachment	Shiba Dog Ears	√	√	×	100	1	1	100	1	1
Lakutam Seahaven	Material 1	Whirling Seashell	×	×	×	40	1	2	50	1	2
	Material 2	Tuna	×	×	×	60	1	2	70	1	5
	Material 3	Crystal Seashell	×	×	×	40	1	2	50	1	2
	Rare	"Twilight" Shochu	×	×	√	20	1	1	30	1	2
	Attachment	Shiba Dog's Tail	√	√	×	100	1	1	100	1	1
Spirius Corporation	Material 1	Egg	×	×	×	60	1	3	70	2	7
	Material 2	Veggie Set	×	×	×	50	1	2	60	2	5
	Material 3	Fireproof Cloth	×	×	×	40	1	2	50	1	2
	Rare	Bunny Doll	×	×	√	20	1	1	30	1	2
	Attachment	Superhero Belt	√	√	×	100	1	1	100	1	1
Helioborg Research Station	Material 1	Tanned Leather	×	×	×	50	1	2	60	1	2
	Material 2	Claricite	×	×	×	40	1	2	50	1	2
	Material 3	Copper Ore	×	×	×	60	1	2	70	1	3
	Rare	Lesser Spirit Doll	×	×	√	20	1	1	30	1	2
	Cat 1	Brownie	√	×	√	30	1	1	40	1	1
	Weapon	Meow Blasters	√	√	×	100	1	1	100	1	1
Agent Training Facility	Material 1	Aphid	×	×	×	50	1	2	60	1	2
	Material 2	Whirling Seashell	×	×	×	40	1	2	50	1	2
	Material 3	Rare Metal	×	×	×	40	1	1	50	1	1
	Rare	Old Wooden Sword	×	×	√	20	1	1	30	1	2
	Attachment	Safety Goggles	√	√	×	100	1	1	100	1	1
Kijara Seafalls	Material 1	Tuna	×	×	×	60	1	2	70	2	5
	Material 3	Crystal Seashell	×	×	×	40	1	2	50	1	2
	Material 3	Whirling Seashell	×	×	×	40	1	2	50	1	2
	Material 3	Pearl	×	×	×	60	1	1	70	1	1
	Rare	Kijara Fish	×	×	√	20	1	1	30	1	2
	Cat 1	Bilbo	√	×	√	30	1	1	40	1	1
	Attachment	Emo Glasses	√	√	×	100	1	1	100	1	1
Nia Khera Hallowmont	Material 1	Sharp Fang	×	×	×	60	1	2	70	1	2
	Material 2	Crude Stinger	×	×	×	50	1	2	60	1	2
	Material 3	Puricite	×	×	×	40	1	2	50	1	2
	Material 4	Silver Ore	×	×	×	40	1	2	50	1	3
	Rare	Temporal Shard	×	×	√	20	1	1	30	1	2
	Weapon	Kitty Pin	√	√	×	100	1	1	100	1	1
Sapstrath Deepwood	Material 1	Secret Seed	×	×	×	40	1	2	50	1	2
	Material 2	Aphid King	×	×	×	40	1	2	50	1	2
	Material 3	Mushroom Powder	×	×	×	60	1	2	70	1	3
	Rare	Smokeshrooms	×	×	√	20	1	1	30	1	2
	Attachment	Mandragora Head	√	√	×	100	1	1	100	1	1
Bermia Gorge	Material 1	Feather	×	×	×	60	1	3	70	1	4
	Material 2	Nameless Seed	×	×	×	50	1	2	60	1	2
	Material 3	Claricite	×	×	×	40	1	2	50	1	2
	Material 4	Pure White Puffball	×	×	×	40	1	1	50	1	1
	Rare	Breath of Wind	×	×	√	20	1	1	30	1	2
	Cat 1	Nano	√	×	√	30	1	1	40	1	1
	Cat 2	Salmon	√	×	√	30	1	1	40	1	1
	Attachment	Rage Glasses	√	√	×	100	1	1	100	1	1
Fort Gandala	Material 1	Scorpion Tail	×	×	×	40	1	2	50	1	2
	Material 2	Beautiful Insect Wings	×	×	×	50	1	2	60	1	2
	Material 3	Spiderweb	×	×	×	60	1	2	70	1	3
	Rare	Iron Dust	×	×	√	20	1	1	30	1	2
	Cat 1	Smacks	√	×	√	30	1	1	40	1	1
	Attachment	Sheathed Dagger	√	√	×	100	1	1	100	1	1
Tatalian Abyss	Material 1	Chipped Claw	×	×	×	50	1	2	60	1	2
	Material 2	Glowfruit	×	×	×	40	1	2	50	1	2
	Material 3	Cantarella	×	×	×	40	1	2	50	1	2
	Material 4	Weird Fragment	×	×	×	40	1	1	50	1	2
	Rare	Pink Emerald	×	×	√	20	1	1	30	1	2
	Attachment	Colored Sunglasses	√	√	×	100	1	1	100	1	1
Dimensional Breach	Material 1	Shattered Bone	×	×	×	50	1	2	60	1	3
	Material 2	Insect Horn	×	×	×	50	1	2	60	1	2
	Material 3	Glowfruit	×	×	×	40	1	2	50	1	2
	Material 4	Beast Dung	×	×	×	60	1	5	70	1	7
	Rare	Wild Gold Dust	×	×	√	20	1	1	30	1	2
	Attachment	Pet Dragon	√	√	×	100	1	1	100	1	1
Labari Hollow	Material 1	Copper Chunk	×	×	×	50	1	2	60	1	2
	Material 2	Anonymous Seed	×	×	×	50	1	2	60	1	2
	Material 3	Lumicite	×	×	×	40	1	2	50	1	2
	Material 4	Hazardous Liquid	×	×	×	60	1	1	70	1	2
	Rare	Prototype Booster	×	×	√	20	1	1	30	1	2
	Attachment	Harold Mask	√	√	×	100	1	1	100	1	1
Orda Palace	Material 1	Quill Pen	×	×	×	50	1	2	60	1	3
	Material 2	Finest Fur	×	×	×	40	1	2	50	1	2
	Material 3	Rainbow Lens	×	×	×	40	1	2	50	1	2
	Material 4	Gold Dust	×	×	×	40	1	1	50	1	2
	Rare	Water Lily	×	×	√	20	1	1	30	1	2
	Cat 1	Iris	√	×	√	30	1	1	40	1	1
	Attachment	Topknot	√	√	×	100	1	1	100	1	1
Laforte Research Center	Material 1	Lumicite	×	×	×	40	1	2	50	1	2
	Material 2	Gelatin	×	×	×	50	1	2	60	1	3
	Material 3	Mysterious Bead	×	×	×	40	1	1	50	1	2
	Rare	Obsidian	×	×	√	20	1	1	30	1	2
	Attachment	Chirpee Head	√	√	×	100	1	1	100	1	1
Fezebel Marsh	Material 1	Yellow Orb	×	×	×	50	1	2	60	1	2
	Material 2	Indigo Orb	×	×	×	50	1	2	60	1	2
	Material 3	Puricite	×	×	×	40	1	2	50	1	2
	Material 4	Monster Fluid	×	×	×	40	1	1	50	1	1
	Rare	Golden Frog Egg	×	×	√	20	1	1	30	1	2
	Attachment	Bandage	√	√	×	100	1	1	100	1	1
Felgana Mine	Material 1	Lumicite	×	×	×	40	1	2	50	1	2
	Material 2	Puricite	×	×	×	40	1	2	50	1	2
	Material 3	Copper Chunk	×	×	×	50	1	2	60	1	2
	Material 4	Meadow Crystal	×	×	×	40	1	1	50	1	2
	Rare	Empty Spirit Fossil	×	×	√	20	1	1	30	1	2
	Attachment	Monocle	√	√	×	100	1	1	100	1	1
Land of Canaan	Material 1	Cantarella	×	×	×	40	1	2	50	1	2
	Material 2	Rainbow Lens	×	×	×	40	1	2	50	1	2
	Material 3	Bizarre Clump	×	×	×	40	1	1	50	1	2
	Rare	Working Gear	×	×	√	20	1	1	30	1	2
	Cat 1	Hiro	√	×	√	30	1	1	40	1	1
	Attachment	Afro Puff	√	√	×	100	1	1	100	1	1
Alest Highroad	Material 1	Scorpion Tail	×	×	×	40	1	2	50	1	2
	Material 2	Nameless Seed	×	×	×	50	1	2	60	1	2
	Material 3	Claricite	×	×	×	40	1	2	50	1	2
	Rare	Ancient Fish Scales	×	×	√	20	1	1	30	1	2
	Attachment	Full-frame Glasses	√	√	×	100	1	1	100	1	1
Torbalan Highroad	Material 1	Tanned Leather	×	×	×	50	1	2	60	1	2
	Material 2	Anonymous Seed	×	×	×	50	1	2	60	1	2
	Material 3	Lumicite	×	×	×	40	1	2	50	1	2
	Rare	Torbalan Jade	×	×	√	20	1	1	30	1	2
	Attachment	Backpack	√	√	×	100	1	1	100	1	1
Aladhi Trail	Material 1	Insect Horn	×	×	×	50	1	2	60	1	2
	Material 2	Yellow Orb	×	×	×	50	1	2	60	1	2
	Material 3	Cantarella	×	×	×	40	1	2	50	1	2
	Rare	Aladhian Beetle	×	×	√	20	1	1	30	1	2
	Attachment	Sunglasses	√	√	×	100	1	1	100	1	1
Galia Trail	Material 1	Secret Seed	×	×	×	40	1	2	50	1	2
	Material 2	Indigo Orb	×	×	×	50	1	2	60	1	2
	Material 3	Copper Chunk	×	×	×	50	1	2	60	1	2
	Rare	Galia Leaf	×	×	√	20	1	1	30	1	2
	Attachment	Hat	√	√	×	100	1	1	100	1	1
Nia Khera Spiritway	Material 1	Nameless Seed	×	×	×	50	1	2	60	1	2
	Material 2	Sharp Fang	×	×	×	60	1	2	70	1	2
	Material 3	Rainbow Lens	×	×	×	40	1	2	50	1	2
	Rare	Husk of Legend	×	×	√	20	1	1	30	1	2
	Attachment	Elf Ears	√	√	×	100	1	1	100	1	1
Xagut Floodmeadow	Material 1	Gelatin	×	×	×	50	1	2	60	1	3
	Material 2	Scorpion Tail	×	×	×	40	1	2	50	1	2
	Material 3	Glowfruit	×	×	×	40	1	2	50	1	2
	Rare	Driftwood	×	×	√	20	1	1	30	1	2
	Attachment	Monkey King's Headband	√	√	×	100	1	1	100	1	1
Sapstrath Highroad	Material 1	Aphid King	×	×	×	40	1	2	50	1	2
	Material 2	Carrot	×	×	×	60	1	3	70	2	7
	Material 3	Nameless Seed	×	×	×	50	1	2	60	1	2
	Rare	Sapstrath Amber	×	×	√	20	1	1	30	1	2
	Attachment	Framed Glasses	√	√	×	100	1	1	100	1	1
Culmar Trail	Material 1	Aphid	×	×	×	50	1	2	60	1	2
	Material 2	Onion	×	×	×	60	1	3	70	2	7
	Material 3	Anonymous Seed	×	×	×	50	1	2	60	1	2
	Rare	Sharilton Butterfly	×	×	√	20	1	1	30	1	2
	Attachment	Collar	√	√	×	100	1	1	100	1	1
Talys Highroad	Material 1	Feather	×	×	×	60	1	2	70	1	3
	Material 2	Animal Glue	×	×	×	50	1	2	60	1	3
	Material 3	Copper Chunk	×	×	×	50	1	2	60	1	2
	Rare	Talysian Cactus	×	×	√	20	1	1	30	1	2
	Attachment	Leather Belt	√	√	×	100	1	1	100	1	1
Rusalle Highroad	Material 1	Shattered Bone	×	×	×	50	1	2	60	1	3
	Material 2	Gelatin	×	×	×	50	1	2	60	1	3
	Material 3	Fireproof Cloth	×	×	×	40	1	2	50	1	2
	Rare	Light-Leaf Clover	×	×	√	20	1	1	30	1	2
	Attachment	Loincloth	√	√	×	100	1	1	100	1	1
Lakutam Highroad	Material 1	Animal Glue	×	×	×	50	1	2	60	1	3
	Material 2	Carrot	×	×	×	60	1	3	70	2	7
	Material 3	Nameless Seed	×	×	×	50	1	2	60	1	2
	Rare	Brutaur's Footprints	×	×	√	20	1	1	30	1	2
	Cat 1	Kittypants	√	×	√	30	1	1	40	1	1
	Attachment	Half-frame Glasses	√	√	×	100	1	1	100	1	1
Royal Hunting Grounds	Material 1	Potato	×	×	×	60	1	3	70	2	7
	Material 2	Tanned Leather	×	×	×	50	1	2	60	1	3
	Material 3	Glowfruit	×	×	×	40	1	2	50	1	2
	Material 4	Puricite	×	×	×	40	1	2	50	1	2
	Rare	Wyvern's Claw	×	×	√	20	1	1	30	1	2
	Attachment	Goofy Glasses	√	√	×	100	1	1	100	1	1
Mon Highlands	Material 1	Anonymous Seed	×	×	×	50	1	2	60	1	2
	Material 2	Yellow Orb	×	×	×	50	1	2	60	1	2
	Material 3	Secret Seed	×	×	×	40	1	2	50	1	2
	Rare	Princessia	×	×	√	20	1	1	30	1	2
	Cat 1	Tom	√	×	√	30	1	1	40	1	1
	Attachment	Headband	√	√	×	100	1	1	100	1	1
Xailen Woods	Material 1	Finest Fur	×	×	×	40	1	2	50	1	2
	Material 2	Indigo Orb	×	×	×	50	1	2	60	1	2
	Material 3	Claricite	×	×	×	40	1	2	50	1	2
	Rare	Water Spirit's Tears	×	×	√	20	1	1	30	1	2
	Attachment	Spaz Glasses	√	√	×	100	1	1	100	1	1
Nala Lava Tubes	Material 1	Yellow Orb	×	×	×	50	1	2	60	1	2
	Material 2	Chipped Claw	×	×	×	50	1	2	60	1	2
	Material 3	Fireproof Cloth	×	×	×	40	1	2	50	1	2
	Rare	Fire Spirit's Rage	×	×	√	20	1	1	30	1	2
	Cat 1	Petunia	√	×	√	30	1	1	40	1	1
	Attachment	Black Bunny Ears	√	√	×	100	1	1	100	1	1
Kukhar Ice Caverns	Material 1	Indigo Orb	×	×	×	50	1	2	60	1	2
	Material 2	Finest Fur	×	×	×	40	1	2	50	1	2
	Material 3	Crystal Seashell	×	×	×	40	1	2	50	1	2
	Rare	Snow Butterfly	×	×	√	20	1	1	30	1	2
	Attachment	White Bunny Ears	√	√	×	100	1	1	100	1	1
Sillea Tundra	Material 1	Sharp Fang	×	×	×	60	1	2	70	1	2
	Material 2	Rainbow Lens	×	×	×	40	1	2	50	1	2
	Material 3	Puricite	×	×	×	40	1	2	50	1	2
	Rare	Snowcrystal	×	×	√	20	1	1	30	1	2
	Attachment	Aviators	√	√	×	100	1	1	100	1	1
Tulea Tundra	Material 1	Salmon	×	×	×	60	1	3	70	2	7
	Material 2	Secret Seed	×	×	×	40	1	2	50	1	2
	Material 3	Claricite	×	×	×	40	1	2	50	1	2
	Rare	Icefish	×	×	√	20	1	1	30	1	2
	Attachment	Shamisen	√	√	×	100	1	1	100	1	1
Barnauer Highroad	Material 1	Crude Stinger	×	×	×	50	1	2	60	1	2
	Material 2	Animal Glue	×	×	×	50	1	2	60	1	3
	Material 3	Copper Chunk	×	×	×	50	1	2	60	1	2
	Rare	Nightshine Plume	×	×	√	30	1	1	40	1	2
	Attachment	Sly Glasses	√	√	×	100	1	1	100	1	1
Arklund Quag	Material 1	Glowfruit	×	×	×	40	1	2	50	1	2
	Material 2	Cantarella	×	×	×	40	1	2	50	1	2
	Material 3	Puricite	×	×	×	40	1	2	50	1	2
	Rare	Golden Frog	×	×	√	20	1	1	30	1	2
	Cat 1	Deltrese	√	×	√	30	1	1	40	1	1
	Attachment	Black Dog Ears	√	√	×	100	1	1	100	1	1
Catamar Heights	Material 1	Chipped Claw	×	×	×	50	1	2	60	1	2
	Material 2	Insect Horn	×	×	×	50	1	2	60	1	2
	Material 3	Fireproof Cloth	×	×	×	40	1	2	50	1	2
	Rare	Old Pickaxe	×	×	√	20	1	1	30	1	2
	Attachment	Black Dog's Tail	√	√	×	100	1	1	100	1	1
Voltea Woods	Material 1	Beautiful Insect Wings	×	×	×	50	1	2	60	1	2
	Material 2	Indigo Orb	×	×	×	50	1	2	60	1	2
	Material 3	Lumicite	×	×	×	40	1	2	50	1	2
	Rare	Voltean Grasshopper	×	×	√	20	1	1	30	1	2
	Attachment	Glowing Antennae	√	√	×	100	1	1	100	1	1
Old Vicalle Mine	Material 1	Copper Chunk	×	×	×	50	1	2	60	1	2
	Material 2	Yellow Orb	×	×	×	50	1	2	60	1	2
	Material 3	Lumicite	×	×	×	40	1	2	50	1	2
	Rare	Lightshroom Spores	×	×	√	20	1	1	30	1	2
	Attachment	Black Dog's Muzzle	√	√	×	100	1	1	100	1	1

Side Quests

Poker

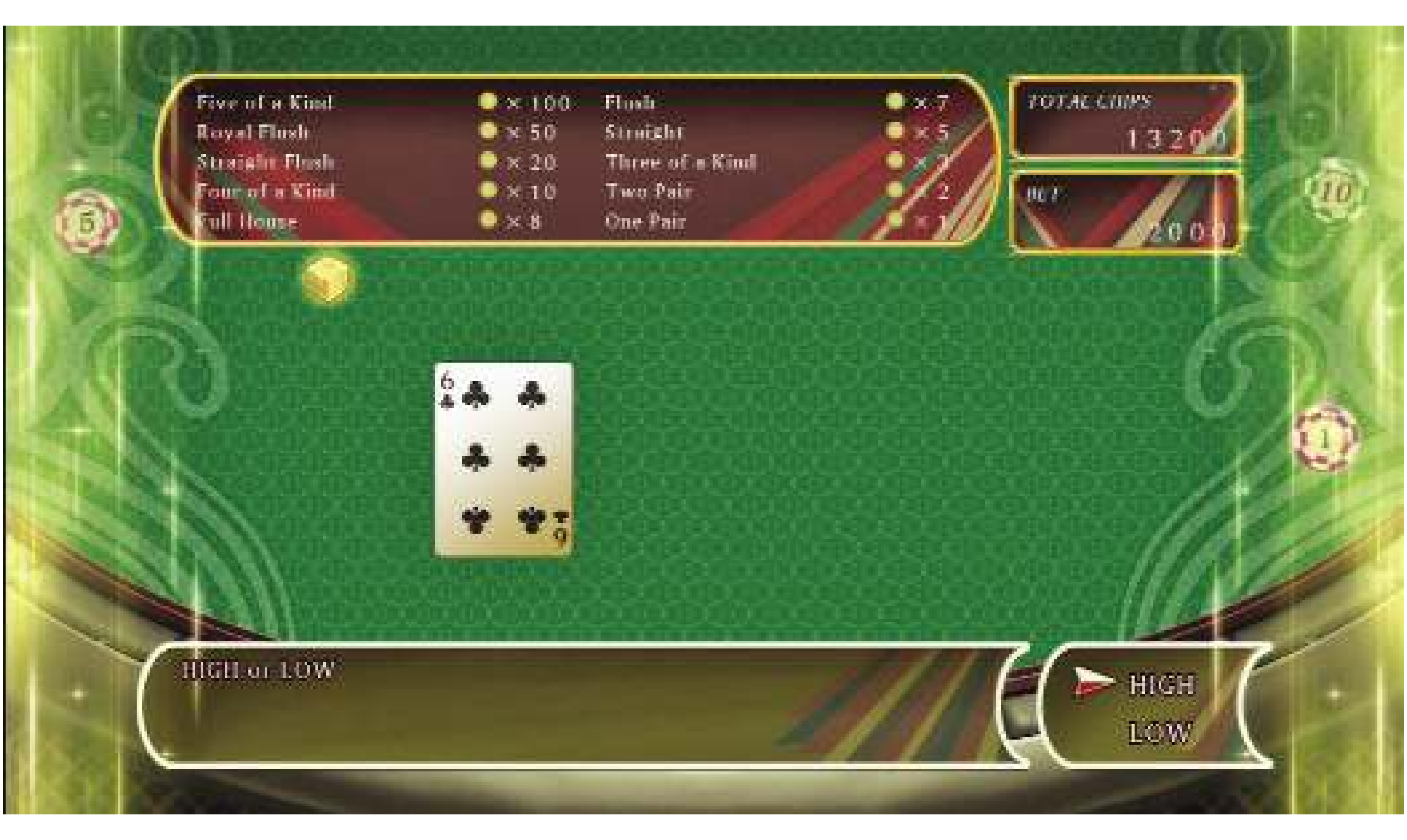
Playing the Poker Mini-Game



Play poker mini-game?
(Current chips: 1000)

To access this mini-game, you must complete Event Quest 15—Poker Face. To play poker, head to Duval and enter the bar called “Film Noir”. You have to buy chips from the bartender before you can play, and he will also exchange chips for prizes.

When you are ready to try your luck, speak to the Masked Dealer.



If you get at least two pair, you get a prize corresponding to the value of your hand, and will be given a chance to double up (to go double-or-nothing) in the following bonus round(s). If you want to increase your chips quickly, make hands of at least two pairs and continuously double up. A good strategy when choosing to double up is if you see a number less than 8 select HIGH, and select LOW for 9 or higher as described below.

How to Play Poker

- Make specific combinations by exchanging and arranging a hand of five cards. Winnings will be given in chips.
- A deck of 54 cards will be used (52 cards + 2 jokers).
- Select card(s) to be exchanged from your hand.
- You can double up once you have a poker hand.
- Doubling up is when you guess whether the next card will be higher or lower than the last card dealt. Get it right, and you’ll double your winnings!
- You can double up eight times in a row. If two cards of the same value are dealt, it is treated as a loss.
- The value of the cards when doubling up is the same as in poker.

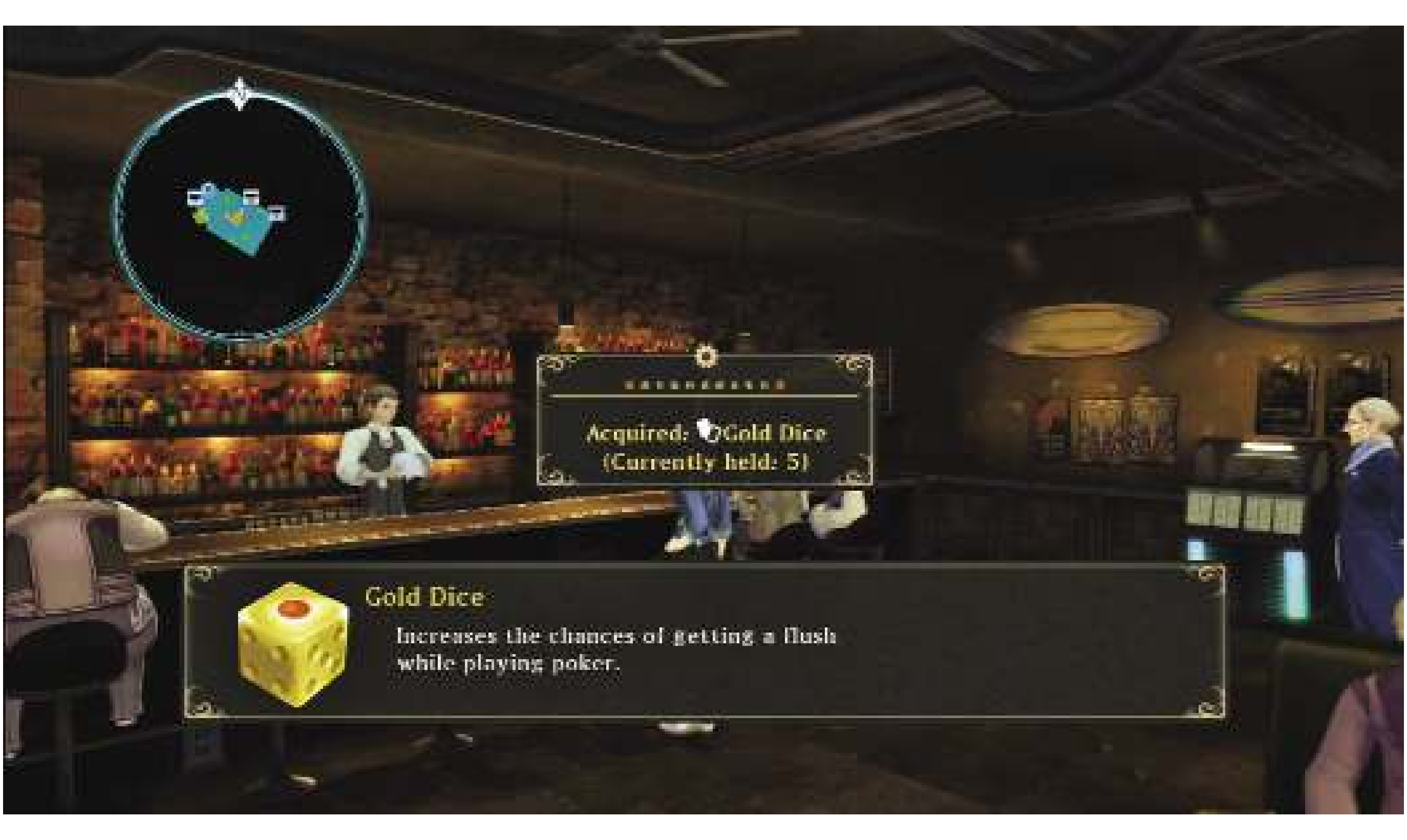
Rules

- A bet is any number between 10 and 100 chips.
- With one pair, it is declared a draw and chips are refunded.
- A joker can be used as a substitute for any card.

Poker Hands

Official Title	Description	Sample Cards	Rewards
Five of a Kind	Four cards of the same number and a joker	♥7 ♣7 ♦7 ♠7 JOKER	100x
Royal Straight Flush	Cards 10, J, Q, K, A of the same suit	♠10 ♠J ♠Q ♠K ♠A	50x
Straight Flush	Five cards in sequential order of the same suit	♣4 ♣5 ♣6 ♣7 ♣8	20x
Four of a Kind	Four cards of the same number	♥3 ♣3 ♦3 ♠3 ♠6	10x
Full House	Three cards of the same number and a pair	♥5 ♣5 ♦7 ♣7 ♠7	8x
Flush	Five cards of the same suit	♣3 ♣5 ♣8 ♣9 ♣Q	7x
Straight	Five cards in sequential order	♣5 ♥6 ♦7 ♠8 ♠9	5x
Three of a Kind	Three cards of the same number	♣5 ♥5 ♦5 ♦3 ♠2	3x
Two Pair	Two pairs of cards of the same number	♥5 ♦5 ♦8 ♥4 ♦4	2x
One Pair	One pair of cards of the same number	♦5 ♥5 ♦6 ♣4 ♠9	1x

Poker Prizes

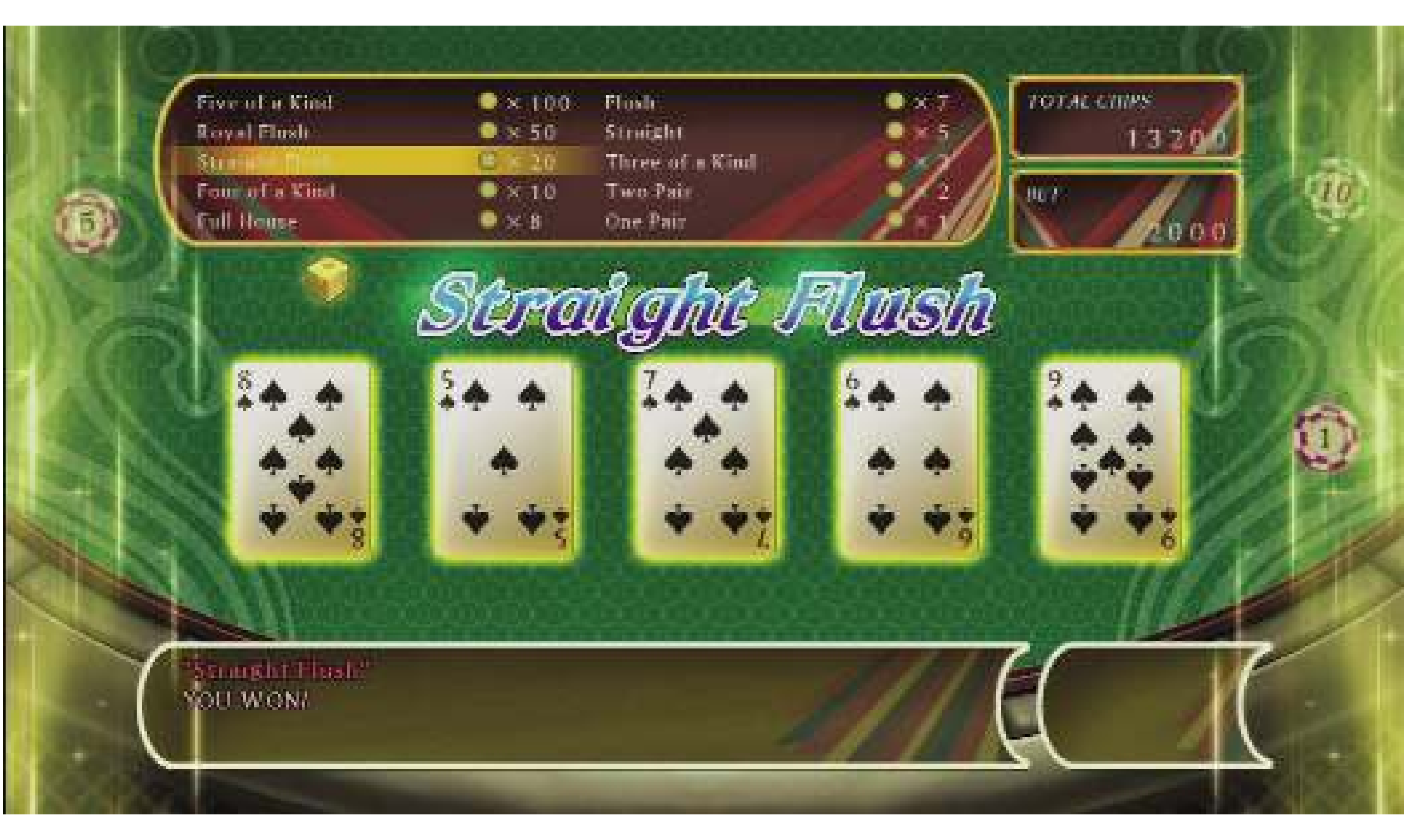


Acquired: Gold Dice
(Currently held: 5)

Gold Dice

Increases the chances of getting a flush while playing poker.

The chips you earn in this game can be redeemed for a number of precious items that will make your life much easier. If you have Gold Dice or Silver Dice items in your possession when you start a game of poker, the Use item option will appear and you’ll be able to select which dice you wish to use. The Gold Dice make flushes occur more frequently, while Silver Dice make more jokers appear. You can use both dice together if you like. The effect lasts for four or five games, allowing you to earn a large amount of chips quickly.



"Straight Flush"
YOU WON!

To accumulate chips, use the Gold Dice item. If you win using this, it’s possible to get 179200 chips at one go. To do so, buy chips with gald, redeem them for the Gold Dice item, then save your game before you sit down to play. The Gold Dice item will ensure you a flush four or five times in a row, so double up for eight straight wins. If you have extra chips left over and you want to cash out, buy Iolite Ore, which can be sold for 20000 gald.

Useful Items to Get

Required Chips	Item	Description
5000	Red Cape	Absorbs Fire, Earth, and Light damage, but you take double damage from Water, Wind, and Dark. It’s extremely useful against foes who don’t attack with those elements.
5000	Blue Cape	Absorbs Water, Wind, and Dark damage, but you take double damage from Fire, Earth, and Light. This gives you an option for when the Red Cape would be ineffective.
8000	Yin and Yang	An Extractor that extracts Light (4x) and Dark (4x).
8000	Scorched Earth	An Extractor that extracts Fire (3x), Earth (2x), and Dark (2x).
9000	Torch Nebula	An Extractor that extracts Fire (3x), Earth (4x), Light (1x), Dark (1x).
10000	Erupting Geyser	An Extractor that extracts Fire (2x), Water (3x), Wind (3x), and Earth (2x).
20000	Friendship Potion	An item that boosts your affinity with a character by 500 points. Useful for when you want to get a certain Skill Tome early.
5000	Iolite Ore	A material that has no particular use but can be sold for 20000 gald. Converting all of your chips into Iolite Ore and then Iolite Ore into gald is an efficient way to pay your debt.

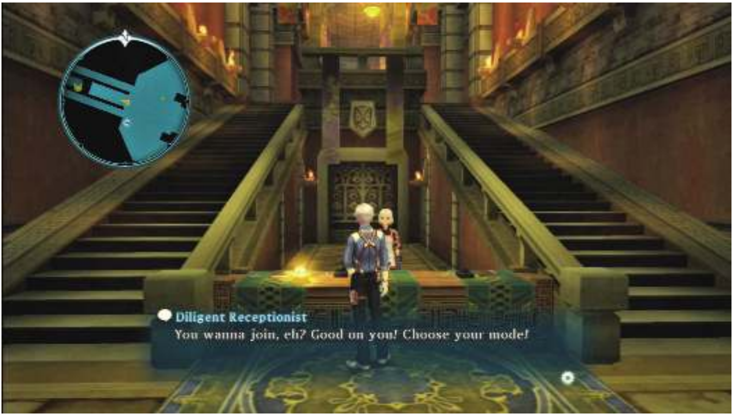
Complete List of Poker Prizes

Name	Type	Chips
Dark Seal	Accessory	10000
Red Cape	Accessory	5000
Blue Cape	Accessory	5000
Gold Leggings	Accessory	7500
Gambler Outfit (Ludger)	Fashion	20000
Gambler Haircut (Ludger)	Fashion	5000
No Jacket 2 (Ludger)	Fashion	10000
Lady Xillia Outfit (Milla)	Fashion	25000
Casual Attire (Alvin)	Fashion	25000
Halo	Fashion	5000
Angel Wings	Fashion	5000
Devil Wings	Fashion	5000
Devil Tail	Fashion	5000
Drippy Nose	Fashion	3500
Earrings	Fashion	5000
Heart Eyepatch	Fashion	5000
Top Hat	Fashion	5000
Mini Top Hat	Fashion	5000
Sideburns	Fashion	3500
Ducktail	Fashion	3500
Yin and Yang	Extractor	8000
Scorched Earth	Extractor	8000
Torch Nebula	Extractor	9000
Erupting Geyser	Extractor	10000
Gold Dice	Consumables	1000
Silver Dice	Consumables	500
Kitty Krisps	Consumables	300
Gummy Fishies	Consumables	500
Catnip	Consumables	1000
Kitty Toy	Consumables	1500
Royal Feast	Consumables	3000
Friendship Potion	Consumables	20000
Copper Chunk	Material	3000
Claricite	Material	3500
Lumicite	Material	4000
Puricite	Material	5000
Finest Fur	Material	4000
Whirling Seashell	Material	3000
Crystal Seashell	Material	3500
Indigo Orb	Material	4000
Yellow Orb	Material	4000
Block of Quartz	Material	250
Ancient Fossilized Insect	Material	2000
Iolite Ore	Material	5000

Side Quests

Coliseum

Challenging the Coliseum



Diligent Receptionist

You wanna join, eh? Good on you! Choose your mode!

Once you gain access to Xian Du at the end of Chapter 8, you'll be free to challenge its Coliseum. If you can claim victory in the tournaments held there, you can earn large amounts of gald and precious items that are not available anywhere else in the game. You will have to pay some gald as an entry fee, but you won't end up at a Game Over screen if you lose, and there are no restrictions on the items you can bring. If you'd like to test your strength, there's little down side to giving it a try.

Coliseum Properties

- The Coliseum offers both a Tag Mode and a Party Mode.
- Each mode features a Novice, Advanced and Elite Rank with corresponding prizes.
- All HP and TP are restored at the start and end of battle.
- The game will not end if you fall in the Coliseum.
- There are no restrictions on item use.

Two Modes and Three Ranks

Next, choose your rank!
(Currently: 3196659 gald)

Novice Rank (1000 gald)
Advanced Rank (2000 gald)
Elite Rank (3000 gald)

The Coliseum offers a Tag Mode, in which you fight with two characters, and a Party Mode for teams of four. Each of the two modes has three difficulty ranks. At first, you'll only have access to the Beginner Rank of Tag Mode, but if you can beat that, and have defeated certain enemies, new options will become available to you.

Properties of Each Mode

Tag Mode

You select a party of two characters with which to do battle. The boss you face at the end of Elite Mode is determined based on your initially selected character.

Party Mode

You select a party of four with which to do battle. Your foes are mostly Elite Monsters and the challenge level is high. Also, when certain conditions are met, additional bosses appear.

Entry Fees and How to Unlock Each Rank

Mode	Rank	Entry Fee	Availability
Tag	Novice	1000 gald	Initially available
Tag	Advanced	2000 gald	After completing Chapter 12/After completing the Novice Rank of Tag Mode at least three times
Tag	Elite*	3000 gald	After completing the game/After completing the Advanced Rank of Tag Mode at least three times
Party	Novice	10000 gald	After completing the Novice Rank of Tag Mode at least one time/After defeating the following enemies: Scorpactus, Veywind Eye, Heavy Claw, Greater Demon, Radiant Horn, Graddic Claw, Moralzamm, Bluetaur
Party	Advanced	20000 gald	After completing Chapter 12/After unlocking the Novice Rank of Party Mode/After defeating the following enemies: Ghastly Stump, Arrow Folzam, Veywind Stinger, Krudis Eye, Exoplasma, Hammerzamm, Wind Racer, Dark Teagle

Party	Elite	30000 gald	After completing the game/After unlocking the Advanced Rank of Party Mode/After defeating the following enemies: Fortune Stepper, Hydro Blade, Goddess Touch, Vampiric Plant, Cthulhu Demon, Snow Cougar, Magma Dragon

Note

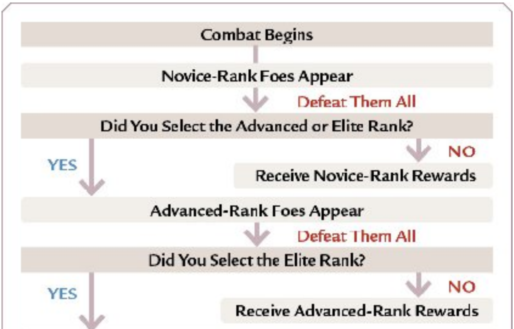
* After completing any one of the entry conditions, you must leave the Coliseum and re-enter it after watching an event scene to unlock the EX Rank.

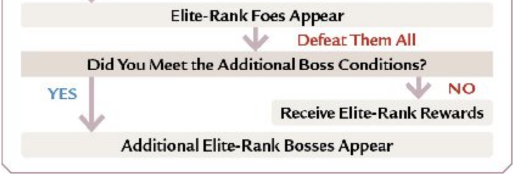
Fulfill the Conditions to Make Additional EX Rank Bosses Appear

Merchant
The coliseum opened up Elite Mode, and fighters from 'round the globe are gatherin' up!

As you can see in the flowchart shown here, you'll always battle your way up from the lower ranks. But if you meet other conditions mentioned here, new bosses like Bisley, Stahn, and Cress will appear after you defeat all of the Elite Rank enemies. In terms of power, these bosses are in a whole other league than the standard arena foes. You'll want to save as many items as you can and brace yourself for the great challenge they present.

Flow of Combat in the Coliseum


Combat Begins
Novice-Rank Foes Appear
Defeat Them All
Did You Select the Advanced or Elite Rank?
YES
NO
Receive Novice-Rank Rewards
Advanced-Rank Foes Appear
Defeat Them All
Did You Select the Elite Rank?
YES
NO
Receive Advanced-Rank Rewards


Elite-Rank Foes Appear
Defeat Them All
Did You Meet the Additional Boss Conditions?
YES
NO
Receive Elite-Rank Rewards
Additional Elite-Rank Bosses Appear

Note

Battling Stahn and Cress's party is the ultimate goal of Party Mode. A special ending awaits those who can claim victory!

Additional Boss Appearance Conditions

Mode	Boss	Condition
Tag	Bisley	Selected Ludger as first character/Completed all pre-Bisley challenges in under 6 minutes
Tag	Cress	Selected Jude or Leia as first character/Defeated Stahn's Shadow and Cress's Shadow in Illusionary Darkness
Tag	Stahn	Selected Alvin or Gaius as first character/Defeated Stahn's Shadow and Cress's Shadow in Illusionary Darkness
Tag	Mint	Selected Elize or Rowen as first character/Completed Side Quest 30
Tag	Rutee	Selected Milla or Muzét as first character/Completed Side Quest 31
Party	Cress, Stahn, Mint, and Rutee	Defeated Stahn's Shadow and Cress's Shadow in Illusionary Darkness/Completed Side Quest 30/Completed Side Quest 31

Receive a Wealth of Items for Victory

Completing any mode of the Coliseum will earn you gald and various items. In Tag Mode, the items you receive vary based on the characters you select, so you'll want to challenge it multiple times with different members. In the Elite Rank of the Tag Mode, everyone except Ludger receives Devil's Arms that grow in power as you use them to defeat enemies. These have the potential to be the strongest weapons of all the ones available in the game, so you'll definitely want to get your hands on them.

Coliseum Prizes

Mode	Condition	Novice	Advanced	Elite
Tag	Clear with Ludger	—	Sealed Vesperia	Euphrosyne, the Graceful
Tag	Clear with Jude	Red Saffron x9	Sealed Hearts	Folzex, the Grudge-Bearer
Tag	Clear with Milla	Red Chamomile x9	Sealed Destiny	Dranduo, the Howling Beast
Tag	Clear with Alvin	Red Lavender x9	Sealed Legendia	Vicehein, the Howler
Tag	Clear with Elize	Red Savory x4	Sealed Abyss	Tregatoria, the Bellowing Demon
Tag	Clear with Rowen	Red Basil x9	Sealed Destiny 2	Melandetra, the Deathbringer
Tag	Clear with Leia	Red Jasmine x9	Sealed Fandom	Padvent, the Incantor

Tag	Clear with Gaius	Red Verbena x9	Sealed Abyss Beta	Soul's Requiem
Tag	Clear with Muzét	Red Sage x4	Sealed New World	Clasp of Deliverance
Tag	Clear with a character the second time	—	—	50000 gald
Party	—	Alexandrite	Demon Seal	100000 gald
Either	Fail	Ice Pop	Ice Pop	Ice Pop

Tag Mode Strategy

When challenging Tag Mode, it's important that your combatants have clear and complementary roles. For example, if one is a powerful fighter like Gaius or Ludger, you'll want to pair them with an artes-based healer like Leia or Elize. Item-based healing is also essential, so make sure to check your Auto-Items settings.

The enemies appear in one of two patterns: new ones join as old ones are defeated, or a new batch appears when the first batch is completely wiped out.

Key Strategy Points

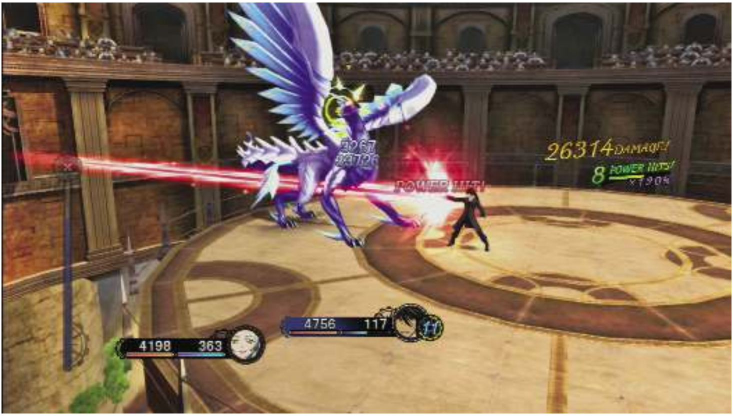
- Use one member as a healer.
- Set your Auto-Heal settings to perpetually keep the party at high HP and TP levels.
- Eat something before you begin.
- Conserve your TP for bosses and powerful monsters.

Novice Rank

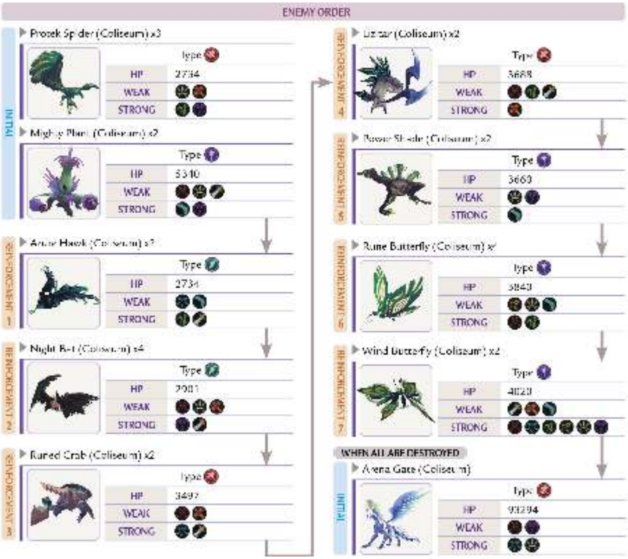
Twin Fighters Can Fly at Novice Rank

Bow Hammer
10
2478 DAMAGE!
2 HITS
5823
242
8
3744
355

You'll face enemies with minimal amounts of HP in the beginning of this rank, so have both characters focus on culling their numbers. The Rune Butterflies and Wind Butterflies can cast wide-area artes like Arrivederci, so make sure you keep your HP up when battling them. To make sure they can't continuously cast their artes, be diligent about changing targets to assess the threat level of each enemy on the battlefield. When an enemy begins casting an arte, make sure you don't miss the opportunity to cancel its spell with a flurry of attacks. Also be diligent about refilling your HP so you're never in a situation where a character is only one hit away from being KO'd.



The Arena Gate that is your final foe is as powerful as it is sluggish. Focus on guarding and evading to build up your chromatus gauge, and then use your transformation to slay it, attacking primarily with the knockdown-inflicting Hexentia arte. When using other characters, exploit its weakness to Fire- or Dark-type damage to gain Power Hits.

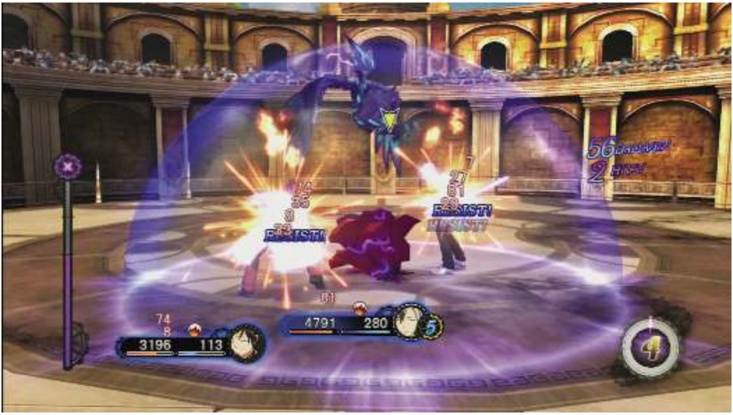


ENEMY ORDER

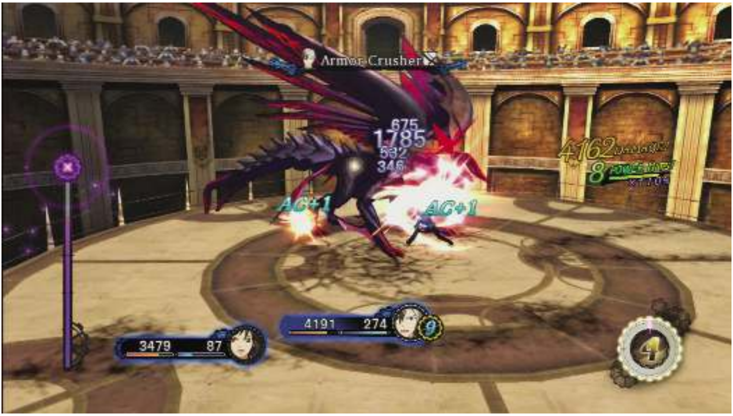
		Type	HP	WEAK	STRONG
INITIAL	Protek Spider (Coliseum) x3	●	2734	●●	●●
INITIAL	Mighty Plant (Coliseum) x2	●	5310	●●●	●●
REINFORCEMENT 1	Azure Hawk (Coliseum) x2	●	2734	●●	●●
REINFORCEMENT 2	Night Bat (Coliseum) x4	●	2081	●●●	●●
REINFORCEMENT 3	Runed Crab (Coliseum) x2	●	3497	●●	●●
REINFORCEMENT 4	Lizard (Coliseum) x2	●	3688	●●●	●
REINFORCEMENT 5	Power Shade (Coliseum) x2	●	3660	●●	●
REINFORCEMENT 6	Rune Butterfly (Coliseum) x2	●	3840	●●●	●●
REINFORCEMENT 7	Wind Butterfly (Coliseum) x2	●	4020	●●●	●●●●●●
WHEN ALL ARE DESTROYED INITIAL	Arena Gate (Coliseum)	●	93294	●●	●●

Advanced Rank

Evade Judgment’s Launching Attack



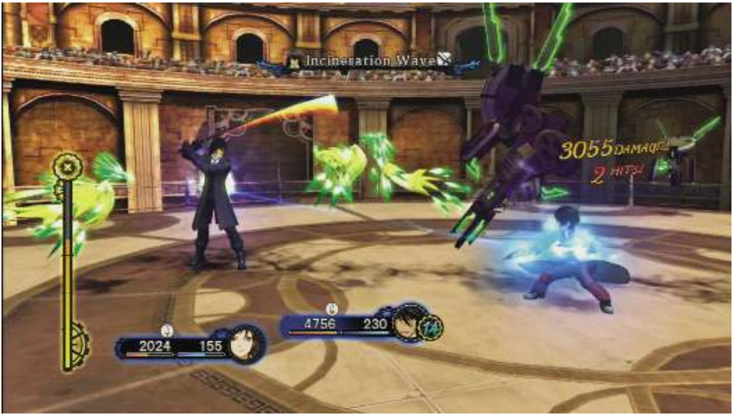
Many Advanced-Rank enemies are weak to fire, so it’s a good idea to prepare yourself with Fire-type weapons and artes. The most dangerous foe in this batch is the Megistus Mandragora, which not only uses attacks with wide areas of effect, but is also capable of summoning additional comrades. You can’t allow it to increase the enemy’s already significant numerical advantage, so always destroy it as soon as it appears. You’ll face as many as five foes at once in this rank, so use free run to keep from being surrounded. Also, use your linked artes as soon as you refill your linked artes gauge.



The final enemy is Judgment, who can burrow underground and lunge back to the surface to deal significant amounts of damage. However, it takes a while between when it burrows and when it emerges again, giving you plenty of time to guard. Since Judgment has no damage-type weakness, use the Power Charge 2 skill to fuel weakness-exploiting combos. You can also transform and take it out in one fell swoop with your Chromatus form.

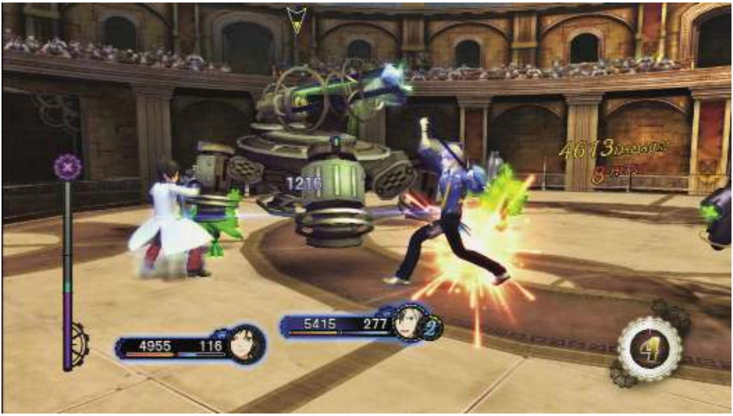
Enemies to Watch Out For

Tetra Djinn



This foe continuously casts artes like Blue Sphere and Flame Ring. Rush up to it as soon as you see it begin casting an arte and hit it with a barrage of attacks to try to interrupt the casting.

Spyrix Guard Plus

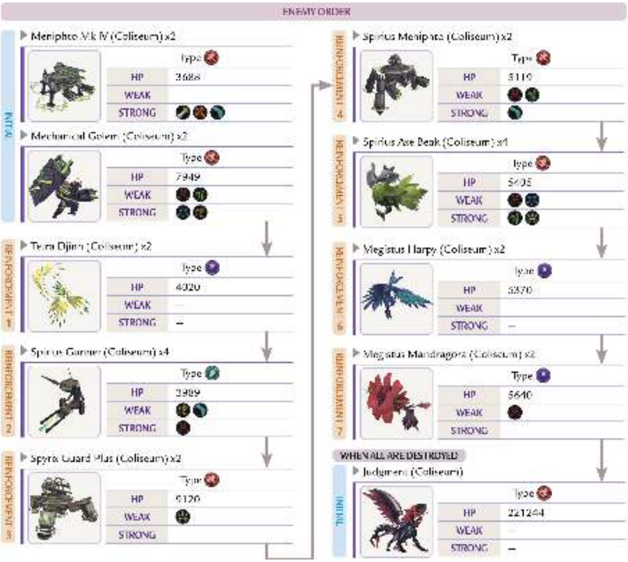


This foe attacks with a variety of beam attacks, some of which fire straight ahead, and some of which fire as the foe spins in an arc. If you spend too much time fighting it, it will heal itself, so have the party concentrate their attacks to eliminate it quickly.

Megistus Mandragora

Air Pressure
RESIST!
4028
364
5350
122

This foe uses Air Pressure to Petrify its targets, and Binding Light Circle to inflict Paralysis and Burn. Both have wide areas of effect, so attack relentlessly when it begins casting an arte in an attempt to cancel it.



ENEMY ORDER

INITIAL

▶ Meniphto Mk IV (Coliseum) x2

	Type ●
HP	3688
WEAK	
STRONG	● ● ●

▶ Mechanical Golem (Coliseum) x2

	Type ●
HP	7949
WEAK	● ●
STRONG	● ●

REINFORCEMENT 1

▶ Terra Djinn (Coliseum) x2

	Type ●
HP	4020
WEAK	—
STRONG	–

REINFORCEMENT 2

▶ Spirius Gunner (Coliseum) x4

	Type ●
HP	2989
WEAK	● ●
STRONG	●

REINFORCEMENT 3

▶ Spyrix Guard Plus (Coliseum) x2

	Type ●
HP	9120
WEAK	●
STRONG	

REINFORCEMENT 4

▶ Spirius Meniphto (Coliseum) x2

	Type ●
HP	5119
WEAK	● ●
STRONG	●

REINFORCEMENT 5

▶ Spirius Axe Beak (Coliseum) x1

	Type ●
HP	5405
WEAK	● ●
STRONG	● ●

REINFORCEMENT 6

▶ Megistus Harpy (Coliseum) x2

	Type ●
HP	3370
WEAK	
STRONG	–

REINFORCEMENT 7

▶ Megistus Mandragora (Coliseum) x2

	Type ●
HP	5640
WEAK	●
STRONG	

WHEN ALL ARE DESTROYED

INITIAL

▶ Judgment (Coliseum)

	Type ●
HP	221244
WEAK	—
STRONG	–

Elite Rank

Save Your Items for the Boss

Falling Snow
162
518
250 1 DAMAGE
3 Hits

After you defeat the Fire Dragon and three Flame Dolls in the Elite Rank, the boss will appear. To defeat it, you'll want to have an average character level of around 120; if you try to challenge the Elite Rank right after completing the main storyline, you won't have much hope of victory. You'll need to level up and learn the game's best artes and skills first. Even then, the boss takes a little planning. Until you reach it, you should turn all your Auto-Items settings to off to conserve as many recovery items as possible. At the end of the battle with a Fire Dragon, make sure to finish it with a completely full Linked Artes Gauge.

Teepo Quake
Falling Thunder
162
16
162
281
7
16
2649
72

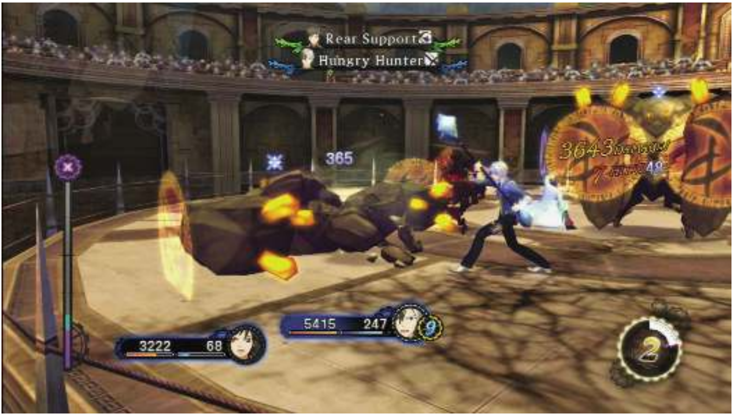
Eventually the boss will be joined by one of the party members you didn't select as a second boss (the choice is random). Whoever it is, team up and pick them off first.

Note

If the amounts of damage the boss deals aren’t survivable, using an All-Divide is a good option.

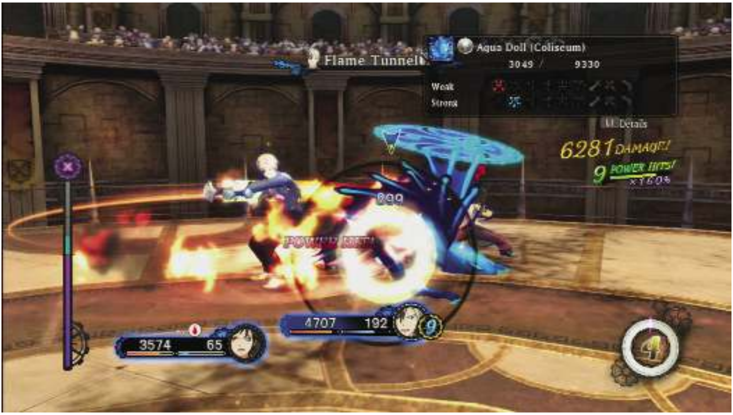
Enemies to Watch Out For

Earth Golem



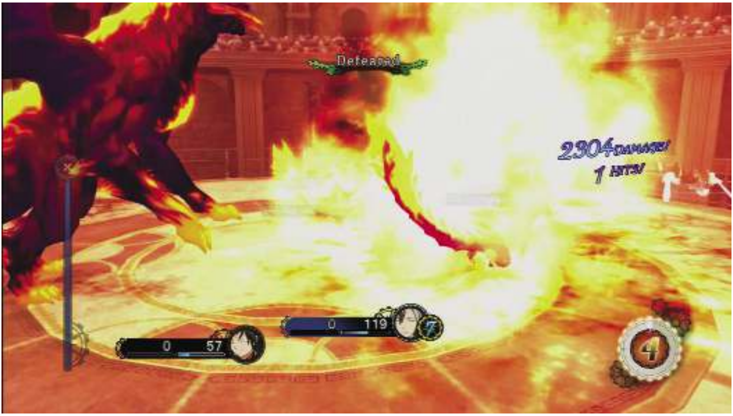
Three of these foes appear at once, and since their attacks have a wide range, you’ll want to free run away and target whichever one is farthest from his friends. Use Wind-type artes to start a weakness-exploiting combo.

Aqua Doll

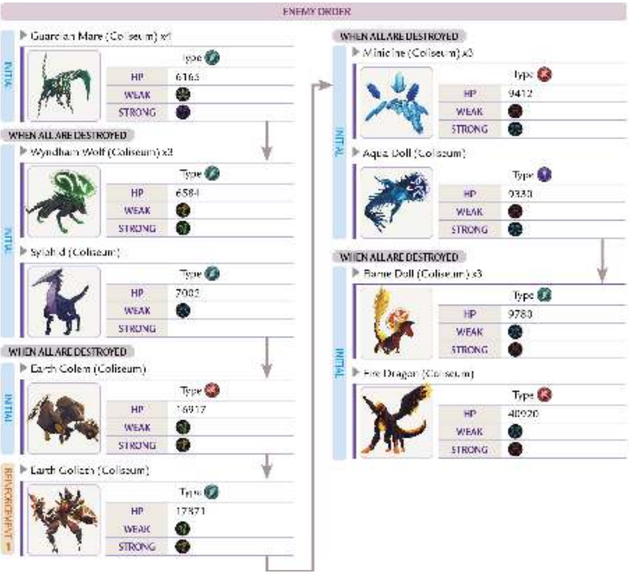


Along with the Minidines, these foes use Water-type attacks that have a strong possibility of inflicting the Skillseal ailment. Protect yourself by equipping a Tech Charm and kill them with Fire damage.

Fire Dragon



When the Fire Dragon flies high in the air, you know it's about to fire off a powerful fireball. The fireball detonates with a wide explosion when it hits the ground, so begin running far away as soon as you see the dragon take to the skies.



ENEMY ORDER

INITIAL

Guardian Mare (Coliseum) x1

	Type ●
HP	6163
WEAK	●
STRONG	●

WHEN ALL ARE DESTROYED

INITIAL

Wyndham Wolf (Coliseum) x3

	Type ●
HP	6584
WEAK	●
STRONG	●

Sylphid (Coliseum)

	Type ●
HP	7002
WEAK	●
STRONG	

WHEN ALL ARE DESTROYED

INITIAL

Earth Golem (Coliseum)

	Type ●
HP	16917
WEAK	●
STRONG	●

REINFORCEMENT 1

Earth Golem (Coliseum)

	Type ●
HP	17371
WEAK	●
STRONG	●

WHEN ALL ARE DESTROYED

INITIAL

Minidine (Coliseum) x3

	Type ●
HP	9412
WEAK	●
STRONG	●

Aqua Doll (Coliseum)

	Type ●
HP	9330
WEAK	●
STRONG	●

WHEN ALL ARE DESTROYED

INITIAL

Flame Doll (Coliseum) x3

	Type ●
HP	9780
WEAK	●
STRONG	●

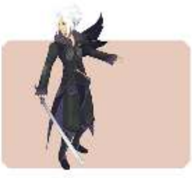
Fire Dragon (Coliseum)

	Type ●
HP	40920
WEAK	●
STRONG	●

Elite-Rank Boss Tactics (First Selected Character: Ludger)

Avoid Wingul's Quick Strikes with Free Run

Boss 1: Wingul (Coliseum)



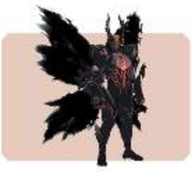
Level	116
Iron Stance	40
HP	234843
Weak	—
Strong	🌀

Drop	Fruit n' Cheese (Large) (30%) / Silver Dice (10%)
Steal	—

Wingul is an Elite at close-range combat, traversing the battlefield at high speeds and then striking with artes like Kamikaze at close range. The basic strategy here is to use free run to avoid his attacks and guard when he does catch you at close range. When he begins casting a Fire-type spell, that's your tip off he's about to use Flame Ring; move far away, as you'll take big damage if he catches you with it. Wingul uses Rising Phoenix to leap into the air and lunge at a target. Begin guarding as soon as you see him start to jump. If you hope to battle Bisley, you'll need to finish your Coliseum run—including Wingul—in under six minutes. Fight at full throttle, using items to keep your TP full.

Strikes with Mystic Artes After a Short Interval

Boss 2: Bisley (Coliseum)



Level	121
Iron Stance	100
HP	699432
Weak	—
Strong	—

Drop	Alexandrite (7%) / Blue Sephira (7%)
Steal	—

Bisley enters the Over Limit state after only a short time on the battlefield, and begins using arcane artes like Beast Fury. To head off his mystic arte, use free run to avoid his attacks. Bisley also makes heavy use of the bludgeoning Death's Head arte, which can shatter guards with relative ease and leave you vulnerable to large amounts of damage. Protect yourself by equipping accessories like Frailty Charm and Laurel Crown. Many of Bisley's attacks have long wind-ups. Evade his attacks and strike from behind after he misses. The Earth-type Mega Strike arte can petrify its targets. Use an item to remedy the ailment immediately.

Attacks to Watch Out For

Demon Burst

A long-range Fire-type attack that can be executed quickly and is easily chained into other artes. It's reason enough never to stand in front of Bisley.

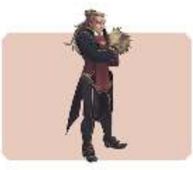
Raging Beast

An attack that can shatter guards with a single hit. He often follows up with the Lord of Destruction arcane arte, so make sure not to let him connect with it during Over Limit.

Elite-Rank Boss Tactics (First Selected Character: Jude or Leia)

Evade Nachtigal's Far-Reaching Lance

Boss 1: Nachtigal (Coliseum)



Level	116
Iron Stance	100
HP	271572
Weak	●
Strong	● ●

Drop	Croquette Bun (Large) (30%)
Steal	—

Nachtigal's power and reach are both astounding, and he can KO characters with a single hit from artes like Massacre Arc. Try to avoid melee combat and use free run to maintain a position a moderate distance away from your foe. Then, when his attacks miss, you'll have an opportunity to retaliate. Try to position yourself beside or behind Nachtigal to avoid Massacre Arc, which is both devastatingly powerful and unblockable. If you take a direct hit from Massacre Arc, you'll be knocked against the ground for additional damage. The total amount of damage can end up being more than 5000 points! Nachtigal's weakness is to Water-type damage. Use Jude's Aqua Sweep to launch weakness-exploiting combos for heavy damage.

Exploit the Opening After Sword Rain: Alpha

Boss 2: Cress (Coliseum)

Level	141
Iron Stance	60
HP	437526
Weak	—
Strong	●

Drop	Accel (7%)
Steal	—

Cress's greatest strength is his nimble movement. He strikes with continuous uses of quick artes like Swallow Dance and Tiger Blade that offer few openings for counterattacks. Your best option is provided by Cress's Sword Rain: Alpha arte, in which he performs a series of ten thrusts that leaves him facing the same direction for a significant amount of time. If you can evade the first attack and circle behind him, you'll find a wide opening with which to counterattack. Sword Rain: Alpha doesn't have that long of a range, so it's easy to evade if you're fighting from a distance away. The power of Cress's Phoenix Dance kick combo is astonishing. Make sure you guard in time!

Elite-Rank Boss Tactics (First Selected Character: Alvin or Gaius)

Beware the Wide Reach of Devil’s Maw

Boss 1: Jiao (Coliseum)

Level	116
Iron Stance	40
HP	282702
Weak	●
Strong	●

Drop	Croquette Bun (Large) (30%)
Steal	—

Jiao’s attacks are powerful but he moves slowly, and many of his artes only hit the area directly in front of himself, making them easy to evade. One very significant exception is the Devil’s Maw arte, which deals Earth-type damage over a wide area. This arte is powerful and can also Petrify its targets. When you see Jiao lift the hammer over his head, use free run to get as far away as you can. Jiao’s artes leave him wide open for counterattacks. Use free run to circle around him and strike his weakness with artes like Gaius’s Swallow Fury. Jiao’s artes mostly deal Strike damage, giving them a chance to inflict the Weakness ailment. Cure it with an item or free run around the battlefield until it fades.

Ready Anti-Bleeding and Burning Countermeasures

Boss 2: Stahn (Coliseum)

Level	141
Iron Stance	70
HP	458934
Weak	—
Strong	炎

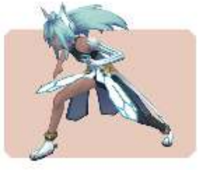
Drop	Red Cape (20%)
Steal	—

The intervals between Stahn’s attacks are so brief that they leave no apparent openings for counterattacks. The best strategy is simply to accept that one character is going to take a beating and have that character’s partner focus solely on healing. Note that most of Stahn’s artes deal Fire- or Slash-type damage, so there’s a good chance they’ll inflict Bleeding or Burn ailments. Left unchecked, these will take a major toll on your HP, so equip your designated attacker with accessories that will help head them off. Stahn frequently launches his foes into the air with normal attacks in order to set up his combo follow-ups. Your designated healer should have their HP Levels Strategy set to Be Careful so that they’ll keep their distance from Stahn.

Elite-Rank Boss Tactics (First Selected Character: Elize or Rowen)

Use Celsius’s Limited Range to Your Advantage

Boss 1: Celsius (Coliseum)



Level	116
Iron Stance	40
HP	247086
Weak	炎
Strong	水 地 🔨

Drop	Fruit n’ Cheese (Large) (30%) / Silver Dice (10%)
Steal	—

Artes like Celsius’s Frost Spears and Cold Prison deal both Water- and Earth-type damage, potentially inflicting both Petrify and Skillseal at the same time. Since petrification is the more dire threat, arrange your accessories to protect against that.

Fortunately, many of Celsius’s artes have very limited ranges, and can be evaded simply by using free run to move a short distance. After a successful evasion, begin your counterattack! Frost Spears drop icicles along a straight line. You only need to make a small perpendicular movement to get out of their path. They may not be the most powerful choices, but use Fire-type artes as the core of your offense to target Celsius’s weakness.

Destroy the Two Unicorns First

Boss 2: Mint (Coliseum)

Level	141
Iron Stance	90
HP	259572
Weak	●
Strong	●

Drop	Omega Elixir (7%)
Steal	—

Boss 2: Unicorn (Coliseum) x2

Level	111
Iron Stance	0
HP	99324
Weak	—
Strong	● ●

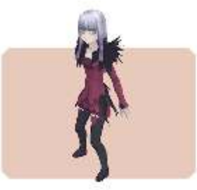
Drop	Hair of the Sacred Beast (10%)
Steal	—

First, seize the numerical advantage by defeating the two unicorns. But you'll need to do it quickly, or Mint will erase your efforts with powerful healing artes like Nurse and Revitalize. To finish the unicorns off quickly, use linked artes chains or mystic artes to deal massive amounts of damage. Once Mint is alone, gang up and attack her relentlessly to prevent her from casting any additional recovery artes. But be forewarned: her Angel's Cry skill will revive her a single time before she falls for good. Focus on dealing large amounts of damage to the unicorns at the start of the battle. Sometimes Mint will stun you with counterattacks from the Pow Hammer skill.

Elite-Rank Boss Tactics (First Selected Character: Milla or Muzét)

Boost Your Fire Resistance

Boss 1: Agria (Coliseum)



Level	116
Iron Stance	100
HP	217035
Weak	●
Strong	●

Drop	Peach Pie (Large) (30%) / Silver Dice (10%)
Steal	—

Agria uses a number of Fire-type artes, such as Flame Drill and Flame Ring. If you can boost your resistance to Fire by using Garnet or Flame Cape accessories, you'll be able to significantly reduce her damage output. Additionally, Agria moves slowly and leaves wide openings for counterattacks. Just nail her with a Water-type arte whenever she begins casting something. Agria frequently uses the unblockable Flame Drill arte, so instead of guarding, circle behind her for a counterattack. The massive ball of flame generated by Sunburst is powerful and covers the entire battlefield. Protect yourself with the Magic Guard skill.

Catch Rutee When She Lands From a Snipe Roar

Boss 2: Rutee (Coliseum)

Level	141
Iron Stance	50
HP	357246
Weak	●
Strong	●

Drop	Gold Dice (7%) / Hunter’s Monocle (10%)
Steal	—

The short sword Rutee wields doesn’t provide much reach. If you’re careful to keep her a few steps away, you should be able to easily avoid her attacks and artes with free run. One of her favorite artes is Snipe Roar, in which she moves in a zigzag pattern while launching her foes skyward. If you successfully evade it, only Rutee will end up leaping into the air, and you’ll have a big window of opportunity to attack when she lands. Rush over there and unload with your best combos! If you avoid standing in front of Rutee, Snipe Roar should be easy to dodge. Make sure to block the battlefield-spanning Tidal Wave arte with the Magic Guard skill.

EX Rank Random Character Bosses

Shift Tactics as Ludger Shifts Weapons

BOSS LUDGER (COLISEUM)

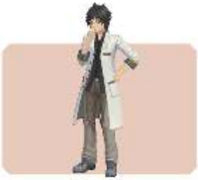
Level	111
Iron Stance	0
HP	240300
Weak	—
Strong	—

Drop	Catnip (30%) / Tomato Omelette (Large)
Steal	—

When using dual swords, Ludger moves quickly and leaves few openings for counterattacks. Guard instead of attempting in vain to evade him. When he's using the sledgehammer, his swings are wider but slower, providing opportunities to circle behind him with free run. When using dual pistols, Ludger fires in straight lines at long distance. Move to the sides to evade the attacks as you rush in to retaliate. Ludger usually fires a volley of shots when using his dual pistols, which keeps him glued to one spot—a perfect opportunity to attack.

Exploit the Few Openings Jude Provides

Boss Jude (Coliseum)



Level	111
Iron Stance	40
HP	215736
Weak	—
Strong	風 地

Drop	Blue Saffron (4%) / Elixir (50%)
Steal	—

Jude moves and attacks quickly, providing few openings for you to launch a counteroffensive. The interval between his attacks is so brief that you have virtually no chance of sneaking in attacks between his strikes. Your best openings will come at the moment when he lands from an aerial attack, or when he's casting Steel. Until one of these opportunities presents itself, guard religiously.

Eliminate Milla Quickly to Head Off Healing Artes

Boss Milla (Coliseum)

Level	111
Iron Stance	40
HP	212532
Weak	—
Strong	●

Drop	Blue Jasmine (4%) / All-Divide (50%)
Steal	—

Milla is a balanced fighter who attacks with a diverse assortment of artes like Fireball, Rock Trine, and Binding Sphere. Your best openings to attack come when she's casting spirit artes, so quickly move in and strike. Milla is also capable of casting Undine to heal both herself and the other boss, which can drag out an already tough fight. So use linked and mystic artes to take her out as quickly as possible.

Target Alvin After His Attacks

Boss Alvin (Coliseum)

Level	111
Iron Stance	100
HP	240300
Weak	—
Strong	●

Drop	Blue Sage (4%) / Elixir (50%)
Steal	—

The Coliseum version of Alvin uses the Charged Blow arte to charge as he's attacking. That makes his next arte more powerful, but opens up a window of vulnerability after the arte is used. Since Alvin won't be able to make another attack immediately, use the opportunity to concentrate your attacks on Alvin and deal as much damage as you can. Alvin has a lot of HP and can drag this fight out for a while, so keep your HP and TP up and relentlessly attack Alvin when his own HP gets low, so that he can't heal himself with his Guardian Field arte.

Protect Yourself from the Dark Artes

Boss Elize (Coliseum)

Level	111
Iron Stance	100
HP	208260
Weak	—
Strong	●

Drop	Blue Savory (4%) / Specific Plus (50%)
Steal	—

Instead of focusing on healing, the Coliseum version of Elize is a relentless caster of Dark-type attack artes like Negative Gate and Dark Visitor. These artes have wide areas of effect, but you should be able to get out of their path with free run. Dark-type artes can also sap your HP by inflicting Poison, so it's not a bad idea to equip anti-poison accessories like Poison Charms. If you don't have those handy, heal the ailment immediately with Panacea Bottles.

Aim for Rowen's Post-Attack Openings

Boss Rowen (Coliseum)

Level	111
Iron Stance	100
HP	205056
Weak	—
Strong	氷 地

Drop	Blue Chamomile (4%) / Hourglass (50%)
Steal	—

Rowen has access to artes with a wide variety of damage types. The most dangerous is perhaps the Confusion-inflicting Shimmering Toll, since a party of two can quickly be wiped out when one member turns on the other. Equip a Laurel Crown or Muddle Charm to protect your combatants. Rowen can also cast Healing Etude to heal large amounts of HP, dragging out the battle. Use concentrated attacks to head this off. Rowen has an Iron Stance that makes interrupting his spell casting very difficult; you're better off aiming for the opening after he casts an arte and before he begins casting the next.

Strike at Leia When She Returns to Earth

Boss Leia (Coliseum)

Level	111
Iron Stance	40
HP	214668
Weak	—
Strong	風 地

Drop	Blue Verbena (4%) / Elixir (50%)
Steal	—

Don’t Miss Gaius’s Numerous Post-Attack Openings

Boss Gaius (Coliseum)

Level	111
Iron Stance	100
HP	258456
Weak	—
Strong	● ●

Drop	Blue Lavender (4%) / Hourglass (50%)
Steal	—

Gaius primarily fights with artes that have wide areas of effect, like the shockwave-emitting Exalted Divide and the spirit blade-spawning Dragon’s Maw. Even his normal attacks have a long range that makes them difficult to continuously evade. However, many of Gaius’s artes, including Dragon Swarm and Incineration Wave, do leave his back exposed and open to counterattack. It’s best to fight him from afar, but when you see an opening, move in and circle behind him to exploit it.

Fend Off Petrification with Accessories

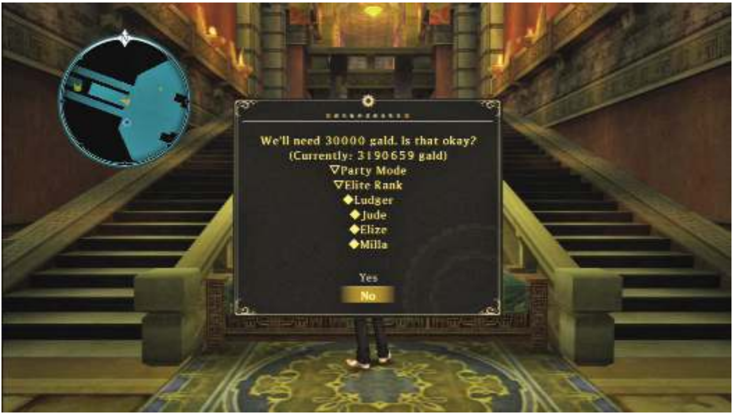
Boss Muzét (Coliseum)

Level	111
Iron Stance	40
HP	228552
Weak	—
Strong	●

Drop	Blue Basil (4%) / All-Divide (50%)
Steal	—

Muzét can use artes of any elemental damage type except for Light. The deadliest are Earth-type artes like Roche Waltz and Air Pressure, which can petrify their targets, leaving them vulnerable to potentially deadly attacks from the other boss. Use accessories like Stone Charms to head this dangerous ailment off. To defeat Muzét, focus your attacks on when she's casting artes, but if you aren't able to begin attacking as soon as the casting process begins, focus on blocking or evading the arte and wait for a safer opportunity.

Party Mode Strategies



We'll need 30000 gald. Is that okay?
(Currently: 3190659 gald)
∇Party Mode
∇Elite Rank
◆Ludger
◆Jude
◆Elize
◆Milla

Yes
No

In Party Mode, you fight with a normal four-character party. Unlike Tag Mode, the characters you select won't affect the enemies you'll face or the rewards you'll receive, so you're free to pick your strongest party. But don't expect this mode to be easier than Tag Mode was; you'll be facing mostly Elite Monsters, so it won't be a walk in the park. Make sure you have Ludger in your party, and use your linked mystic artes and the mystic arte of your transformation to maximum effect.

Key Points

- Aim to deal big damage with Ludger's transformation form and linked mystic artes.
- Use the strategies outlined in the Elite Monsters section of this book to deal with those foes.
- Use Ludger's Reconnaissance skill to find enemy weak points.

- Bring a wide variety of weapons that deal elemental damage and accessories that protect against ailments that you can use when necessary.

Novice Rank

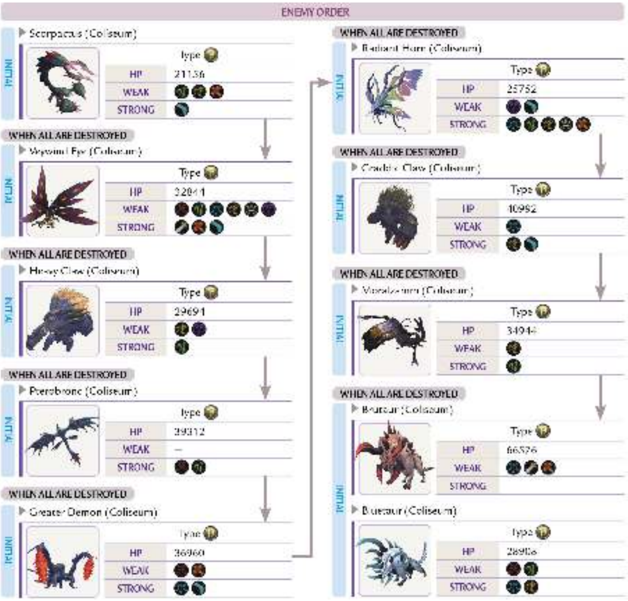
Change Accessories Regularly

Phoenix Plunge
504
8779
AC+1 10465
523
5164 263
9
4322 226
3724 258
5995 278
2

Among the deadliest foes in this rank are Radiant Horns, which can inflict Confusion with their Light-type attacks, and the Moralzamm, which can Petrify with its Earth-type attacks. When these foes appear, equip your Muddle and Stone Wards, respectively, to defend against these potentially disastrous ailments. When the Moralzamm burrows underground, start guarding to protect yourself.

Demon Fist
154
AC+1
POWER HIT!
4888 282
7
4348 159
3752 191
5548 225
3

This rank ends with a battle against a Brutaur and a Bluetaur at the same time. Try to reach this point with a full Linked Artes Gauge and use it to quickly eliminate the Bluetaur (who has less HP) with a linked artes chain. When the Brutaur charges, dodge to the sides and circle behind it to counterattack.



ENEMY ORDER

INITIAL

Scorpactus (Coliseum)

	Type
HP	21136
WEAK	●●●
STRONG	●

WHEN ALL ARE DESTROYED

INITIAL

[illegible] Eye (Coliseum)

	Type
HP	32041
WEAK	●●●●●●
STRONG	●●●

WHEN ALL ARE DESTROYED

INITIAL

Heavy Claw (Coliseum)

	Type
HP	29691
WEAK	●●
STRONG	●

WHEN ALL ARE DESTROYED

INITIAL

Pterobronc (Coliseum)

	Type
HP	39312
WEAK	–
STRONG	●●

WHEN ALL ARE DESTROYED

INITIAL

Greater Demon (Coliseum)

	Type
HP	36960
WEAK	●●
STRONG	●●

WHEN ALL ARE DESTROYED

INITIAL

Radiant Horn (Coliseum)

	Type
HP	25752
WEAK	●●
STRONG	●●●●●

WHEN ALL ARE DESTROYED

INITIAL

Crackle Claw (Coliseum)

	Type
HP	10992
WEAK	●
STRONG	●●

WHEN ALL ARE DESTROYED

INITIAL

[illegible] (Coliseum)

	Type
HP	34944
WEAK	●
STRONG	●

WHEN ALL ARE DESTROYED

INITIAL

Brutaur (Coliseum)

	Type
HP	66576
WEAK	●●●
STRONG	

Bluetaur (Coliseum)

	Type
HP	28906
WEAK	●●
STRONG	●●

Advanced Rank

Use Your Transformation to Defeat the Exoplasma

Ritual of Destruction
50053 DAMAGE!

In the Advanced Rank, you'll face many foes who have weak points. Hitting a weak point is a guaranteed stun, so it makes launching combos a lot easier. Ludger's Reconnaissance skill can show you exactly where the weak points are. Among the powerful foes here, the Exoplasma—which can absorb all damage types and divide itself—stands out as the most dangerous. However, when it divides itself, the HP of its original form becomes 1, so you can defeat it easily by having Ludger transform to attack it with type-less damage. Another option is to use Power Charge to give the boss a weakness and then wipe it out with a mystic arte.

Note

Make a habit of checking each target's data so you can battle it with full knowledge of any weak points.

Enemies to Watch Out For

Veywind Stinger

5496 DAMAGE
6 POWER HITS
992
POWER HIT!
3694 86
5302 225
4545 105
2585 317
4

The Veywind Stinger frequently leaps high into the air, making it hard to hit with continuous attacks. Attack it in mid-air with Ludger's dual pistols, and ready combos or other powerful attacks for when it lands again.

Hammerzamm

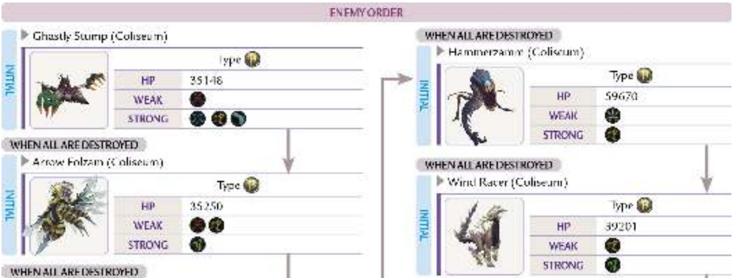
4273 140
5415 235
5614 4
3587 144
4

This boss's weak point is in its mouth, which it usually holds too high to reach. Strike it when it roars after using Round Claw to get a special knockdown.

Dark Teagle

4401 239
5090 211
5557 150
3096 52
4

This monster appears alongside the Fire Teagle. After it uses its Impact ability to attack from mid-air, it'll be momentarily frozen in place, giving you an opportunity to counterattack. The Fire Teagle's Tailspin is extremely powerful, so battle it at long range.



ENEMY ORDER

INITIAL

Ghastly Stump (Coliseum)

Type	●
HP	35148
WEAK	●
STRONG	● ● ●

WHEN ALL ARE DESTROYED

INITIAL

Arrow Folzam (Coliseum)

Type	●
HP	35250
WEAK	● ●
STRONG	●

WHEN ALL ARE DESTROYED

WHEN ALL ARE DESTROYED

INITIAL

Hammerzamm (Coliseum)

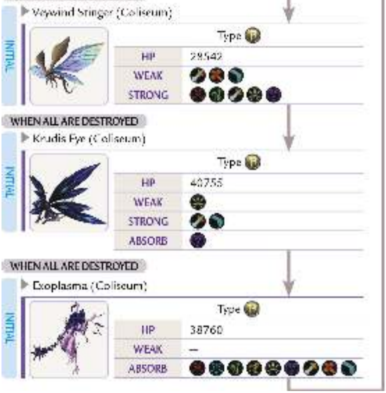
Type	●
HP	59670
WEAK	●
STRONG	●

WHEN ALL ARE DESTROYED

INITIAL

Wind Racer (Coliseum)

Type	●
HP	39201
WEAK	●
STRONG	●



INITIAL

Veywind Stinger (Coliseum)

Type ●	
HP	28542
WEAK	●●●
STRONG	●●●●●

WHEN ALL ARE DESTROYED

INITIAL

Krudis Eye (Coliseum)

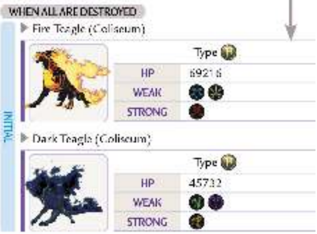
Type ●	
HP	40755
WEAK	●
STRONG	●●
ABSORB	●

WHEN ALL ARE DESTROYED

INITIAL

Exoplasma (Coliseum)

Type ●	
HP	38760
WEAK	–
ABSORB	●●●●●●●●●



WHEN ALL ARE DESTROYED

INITIAL

Fire Teagle (Coliseum)

Type ●	
HP	69216
WEAK	●●
STRONG	●

Dark Teagle (Coliseum)

Type ●	
HP	45732
WEAK	●●
STRONG	●

Elite Rank

Make Sure You're Well Prepared for the Boss

The Elite Rank features fifteen different foes, so you'll be in for a long battle. Try to avoid using any items until you face the Magma Dragon—that's where things get really tough. Typically, your Coliseum run will end after you defeat the Aqua Dragon, but if you meet the conditions, Cress, Stahn, Mint, and Rutee will appear as a new final boss. The challenge level of this battle is through the roof, so if you hope to give them a good fight, you'll want your party members to be around level 160 and equipped with powerful accessories, as well as the Devil's Arms weapons that can be won in Tag Mode.

Note

Weakness-exploiting combos are almost imperative to compete at this level.

Enemies to Watch Out For

Vampiric Plant

501
30468
Teepo Copter
AC+1
23291 DAMAGE!
37 POWER HITS!
×170%

4635 182
4021 79
2822 102
5233 84
4

When you stand in front of this foe, he can perform a damaging attack in which he grabs and ingests you. This attack can't be guarded, so try to position yourself beside or behind him as much as possible.

Cthulhu Demon

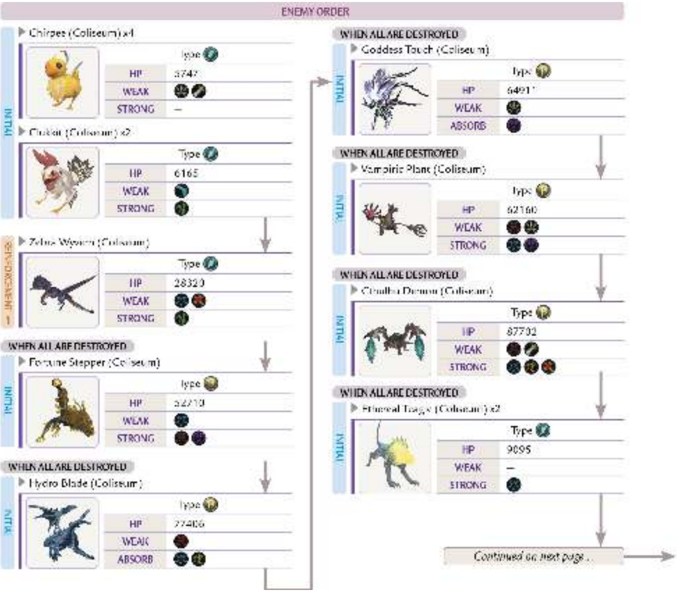
Sylph
120
119
3112
POWER HIT!
4940 168
3968 68
3631 115
4042 49
4

This boss vents poison gas whenever he's knocked down, so either equip a Poison Ward or target its weakness to Fire-type damage from afar.

Magma Dragon

604
604
RESIST!
ITEM
3084
253
2787
4
0
35
3378
235

The Magma Dragon’s Blaze Fever has a wide area of attack and the last hit is not guardable, so avoid it entirely by using free run to run away. Attack the four dragons with the elements that they’re vulnerable to.



ENEMY ORDER

INITIAL

Chirpee (Coliseum) x4

Type ●	
HP	3747
WEAK	● ●
STRONG	–

Cluckit (Coliseum) x2

Type ●	
HP	6165
WEAK	●
STRONG	●

REINFORCEMENT 1

Zelos Wyvern (Coliseum)

Type ●	
HP	28320
WEAK	● ●
STRONG	●

WHEN ALL ARE DESTROYED

INITIAL

Fortune Stepper (Coliseum)

Type ●	
HP	52710
WEAK	●
STRONG	● ●

WHEN ALL ARE DESTROYED

INITIAL

Hydro Blade (Coliseum)

Type ●	
HP	77406
WEAK	●
ABSORB	● ●

WHEN ALL ARE DESTROYED

INITIAL

Goddess Touch (Coliseum)

Type ●	
HP	64911
WEAK	●
ABSORB	●

WHEN ALL ARE DESTROYED

INITIAL

Vampiric Plant (Coliseum)

Type ●	
HP	62160
WEAK	● ●
STRONG	● ●

WHEN ALL ARE DESTROYED

INITIAL

Cthulhu Demon (Coliseum)

Type ●	
HP	87702
WEAK	● ●
STRONG	● ● ●

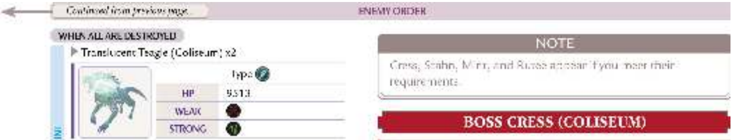
WHEN ALL ARE DESTROYED

INITIAL

Ethereal Teagle (Coliseum) x2

Type ●	
HP	9095
WEAK	–
STRONG	●

Continued on next page...



Continued from previous page...

ENEMY ORDER

WHEN ALL ARE DESTROYED

INITIAL

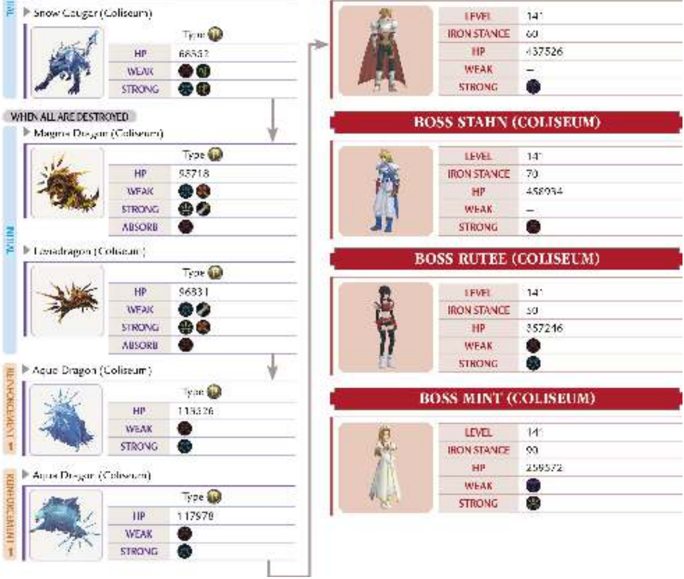
Translucent Teagle (Coliseum) x2

Type ●	
HP	9513
WEAK	●
STRONG	●

NOTE

Cress, Stahn, Mint, and Rutee appear if you meet their requirements.

BOSS CRESS (COLISEUM)



INITIAL

Snow Cougar (Coliseum)

Type ●

HP	68552
WEAK	● ●
STRONG	● ●

WHEN ALL ARE DESTROYED

Magma Dragon (Coliseum)

Type ●

HP	95718
WEAK	● ●
STRONG	● ●
ABSORB	●

Lavadragon (Coliseum)

Type ●

HP	96831
WEAK	● ●
STRONG	● ●
ABSORB	●

REINFORCEMENT 1

Aqua Dragon (Coliseum)

Type ●

HP	113326
WEAK	●
STRONG	●

REINFORCEMENT 1

Aqua Dragon (Coliseum)

Type ●

HP	117978
WEAK	●
STRONG	●

LEVEL	141
IRON STANCE	60
HP	437526
WEAK	–
STRONG	●

BOSS STAHN (COLISEUM)

LEVEL	141
IRON STANCE	70
HP	458934
WEAK	–
STRONG	●

BOSS RUTEE (COLISEUM)

LEVEL	141
IRON STANCE	50
HP	357246
WEAK	●
STRONG	●

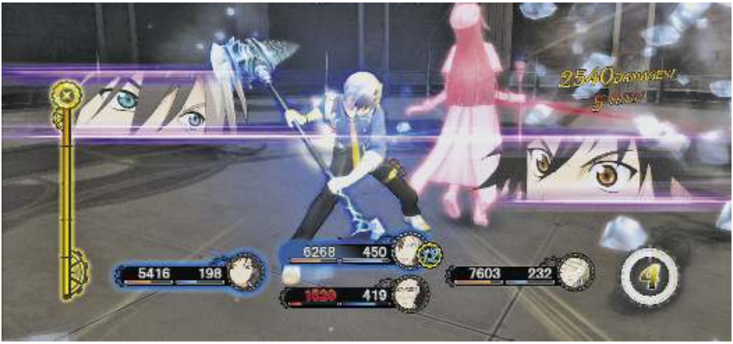
BOSS MINT (COLISEUM)

LEVEL	141
IRON STANCE	90
HP	259572
WEAK	●
STRONG	●

Battle All Four Guest Characters at Once

ITEM
448
1616
372
9941
369
10
365
6426
570
8944
559
4

If Stahn or Cress decide to start targeting Elize, she'll be knocked out rapidly, so have fifteen Reverse Dolls stocked to keep her (or whoever your designated healer is) alive. You'll also want to activate the Impregnable Guard skill to keep them from breaking your guard.



Of the four, your first target should be Mint, who's capable of healing her whole party with artes like Nurse. Mint is weak to Dark, so you can equip a Dark-type weapon like Atlas (Darkness) to attack with weakness-exploiting combos, or transform and finish her off with a mystic arte. But the first time you defeat her, the Angel's Cry skill will trigger and revive her at 30% of her Max HP. Be ready to quickly finish her off a second time. Make sure the rest of your attackers are using the Focus Attacks Target Strategy so they'll help you out.

With Mint down, immediately switch your target to Rutee, who can use Resurrection to revive fallen enemies. Switch to a Fire-type weapon like Atlas (Fire) to trigger continuous weakness-exploiting combos, so that she never has a chance to cast an arte. If your foes are able to use a linked mystic arte against you, it will be lights out! Make sure they never have the chance. When it's down to just Cress and Stahn, guard against their aggressive attacks while focusing your whole party's attacks on whoever has the least HP.

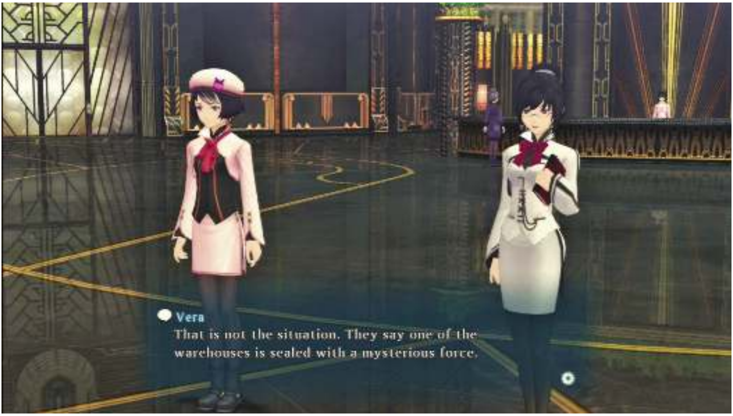
Note

The Hourglass item will allow you to temporarily halt your enemies' movements. Also these foes can dish out considerable amounts of damage, so this is a good time to use an All-Divide.

Side Quests

Illusionary Darkness

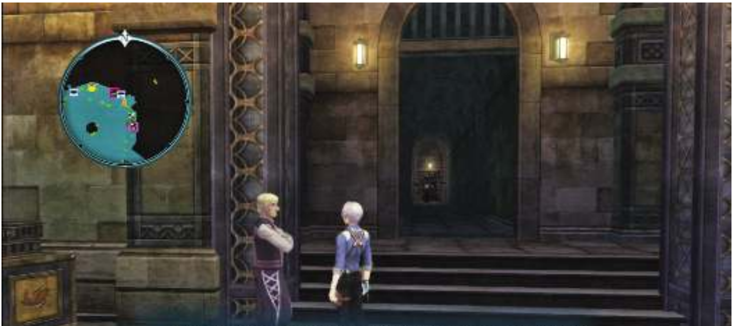
A New Dungeon Appears When the Main Game Ends



Vera

That is not the situation. They say one of the warehouses is sealed with a mysterious force.

After you complete the game’s main story, a new event triggers when you approach the first floor entrance of the Spirius Corporation. After that, the entrance to the Illusionary Darkness appears in a Drellin—Central Plaza warehouse.



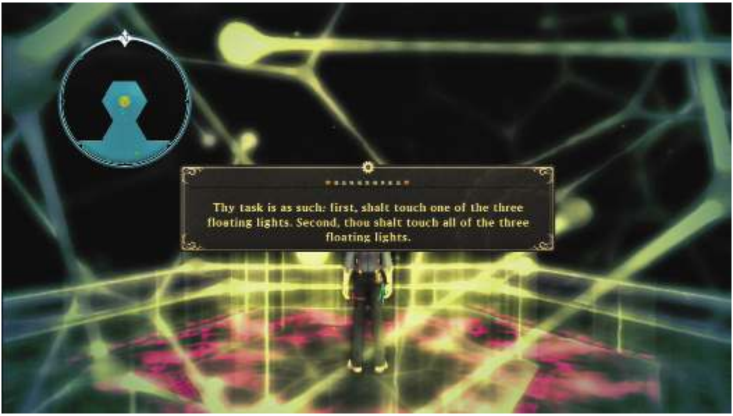
Hey, are you a Spirius employee? The warehouse is here. Good luck investigating.

This is an extremely difficult dungeon rife with foes at level 100+, so you'll need a disciplined strategy to succeed. If you do succeed, the boss in its deepest depths will emerge to appear as a special guest in the Expert rank of the Coliseum.

Entering Illusionary Darkness

- View the Ludger Ending or Elle Ending.
- Go to the 1F Entrance of the Spirius Corporation.
- Enter the warehouse in the northeast part of Drellin's Central Plaza.

Dungeon Progress



Thy task is as such: first, shalt touch one of the three floating lights. Second, thou shalt touch all of the three floating lights.

You can bring Ludger and three companions to explore the Illusionary Darkness. You can only select companions with whom Ludger shares an affinity level of at least 15000 (8 hearts). However, you can select one character without regard to their affinity by equipping them with the Bonds of Shadow you received for completing the game. The only catch is that so long as they don't meet the affinity requirement, you won't be able to replace the Bonds of Shadow with a more effective accessory while you're in the Illusionary Darkness. And since you won't be able to reach the heart of the dungeon without having all of your party members enter the dungeon at least once, you'll need to break out Friendship Potions for anyone who lacks the necessary affinity.

Advancing Through the Illusionary Darkness

Select Your Companions

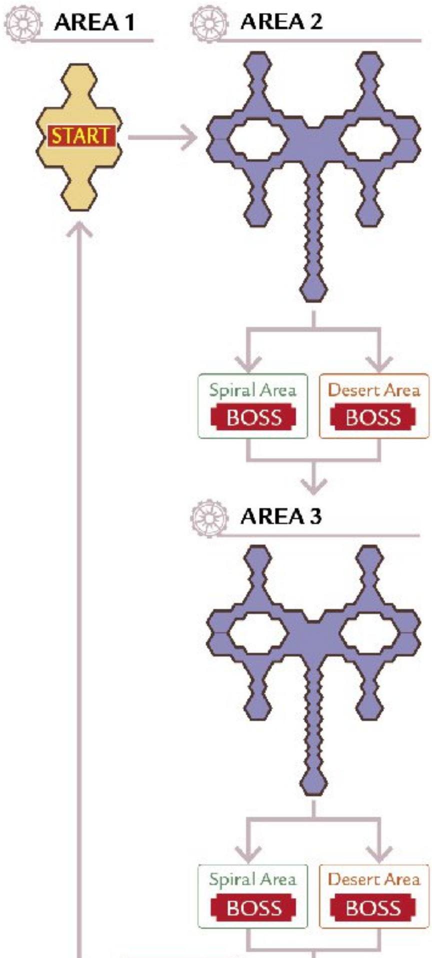
You have to use Ludger throughout the dungeon, but have freedom to choose your other members. Select three more companions from among those party members who meet the affinity requirement.

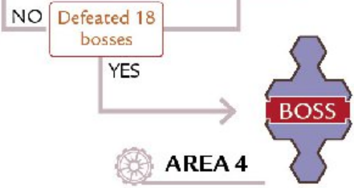
Unlock the Dungeon Gimmicks

When you open the doors within the dungeon, the spiral areas exit into desert areas. Bosses await you as you make your way through these doors.

Defeat the Bosses

Bosses such as Ludger's Shadow must be defeated to progress. Defeat eighteen bosses to earn the right to challenge the boss at the heart of the dungeon.





Understand the Layout of the Dungeon

The diagram below explains how the dungeon is laid out. You begin in Area 1, and after finding and defeating the bosses in the spiral and desert areas along the way, you'll return to Area 1. Areas 2 and 3 contain nine doors, each corresponding to a certain party member, and the doors won't open unless that character is with you. By switching your party members and repeatedly challenging the dungeon, you can defeat eighteen bosses to reach Area 4, the dungeon's final area, where the Shadows of Cress and Stahn await you. Keep in mind that while defeated bosses do respawn, you do not need to fight them again. Also, know that you won't go to the game over screen if your party is wiped out; you'll simply respawn from Area 1.

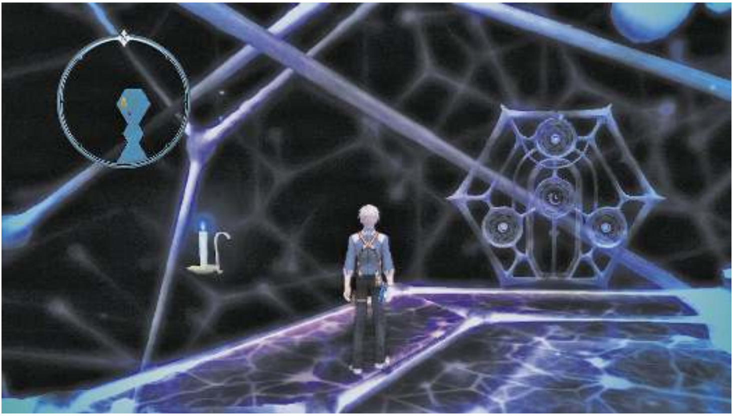
Area 1

The dungeon begins at Area 1, which is free of enemies. Once you defeat any boss, a shop opens here where you can exchange the Ancient Bells found in the dungeon for other items.

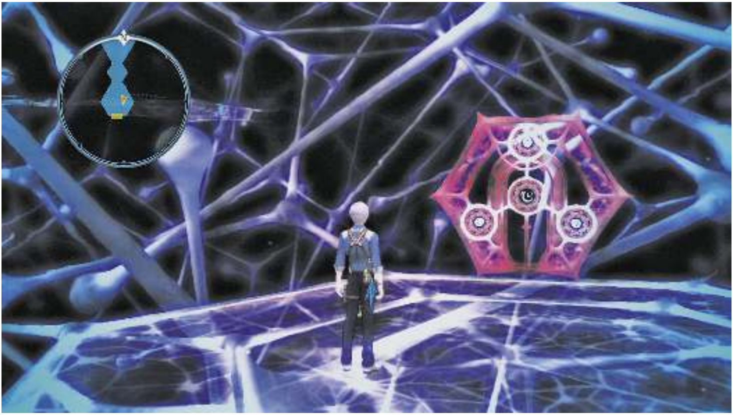
Areas 2 and 3

These are the areas with the nine doors. Each corresponds to a party member, and will not open unless that member is present. You can tell from looking at the door whether it's passable or not, and whether the boss behind it has already been defeated.

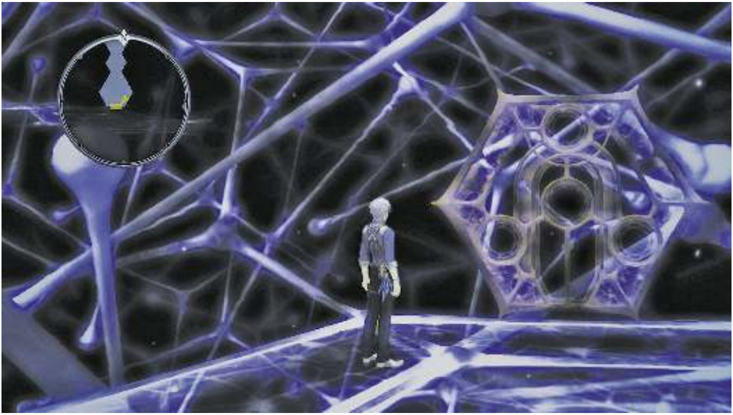
Door Appearances



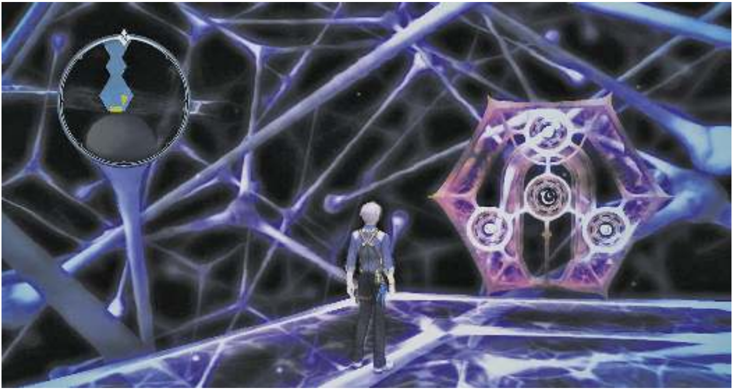
Unpassable



Passable (Boss Not Yet Defeated)



Passable (Boss Defeated)



Passable (Boss Has Respawned)

Spiral Areas/Desert Areas

The Illusionary Darkness has spiral areas, made of two spiraling paths, and a large desert area. As you progress through these areas, you'll generate warp points that will take you to the locations of bosses. There are eighteen bosses in all.

Area 4

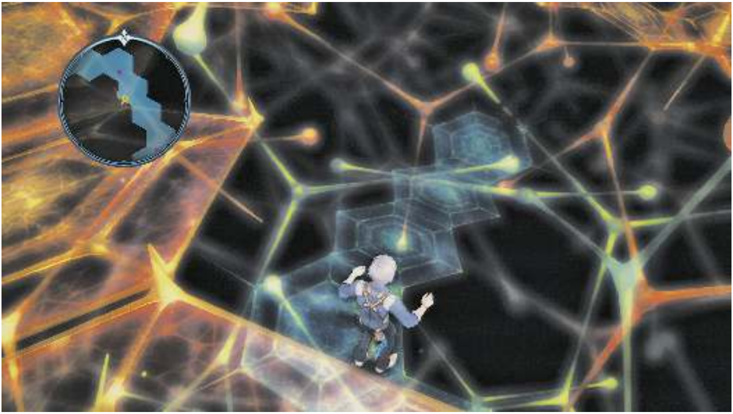
When you defeat all eighteen bosses, the passage that would take you to the next area will send you to Area 4, where you'll battle the Shadows of Stahn and Cress. Defeat them, and you'll be transported back to Drellin, where Jude will receive Cress's costume and hairstyle, Milla will receive Stahn's costume and hairstyle, and the party will receive Cress' Longsword, Verius Tail, and Shadow attachments.

Spiral Area Strategies

Spiral Areas are formed by the intersections of orange and green spirals. Your goal here is to find and step on three light-up platforms to generate a warp point to the boss. Search for them by traversing and re-traversing the orange and green spirals. The layout of the spiral area changes based on which of the doors from Area 2 and Area 3 you used to enter; there are nine variations in all.

Spiral Area Properties

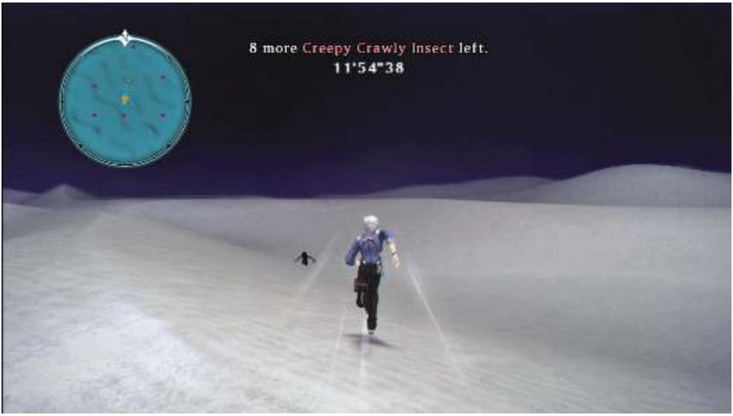
- There are both orange and green spirals.
- The surfaces of the two spirals do not connect. You must leap from one spiral to the other.
- Step on the three light-up platforms to generate a warp point that will take you to the boss's position.



You can jump between the two spirals at the points where they overlap.

If you progress beyond the warp point, you'll soon encounter a boss.

Desert Area Strategies



The Desert Areas are giant, circular areas swarming with various enemies. When you enter the area, you'll be assigned a type of enemy and an amount of that enemy to slay. If you can do so within the time limit, the warp point to the boss will appear. The description of the enemy you'll be given refers to the on-field enemy model used to represent a group of foes, and you'll need to win the listed number of battles against groups of foes represented by that model. (The enemies you'll face and the one chosen as your target changes based on which door you used to enter the desert area.) If you fail to complete your quota within the time limit, you'll be sent back to Area 1, so don't waste a lot of time in combat and pre-combat prep.

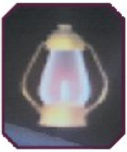
Desert Area Properties

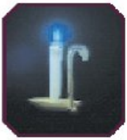
- You're assigned an enemy to defeat and a time limit. Generate a warp point to the next floor by defeating groups of foes represented by the assigned enemy within the allotted time.
- The target enemy, target amount, and time limit are determined at random.
- You'll be sent back to Area 1 if you run out of time.

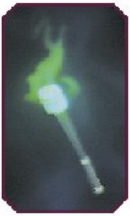
Note

To minimize the time spent in battle, try to start each battle by attacking your foe from behind.

Search the Dungeon for Ancient Bells





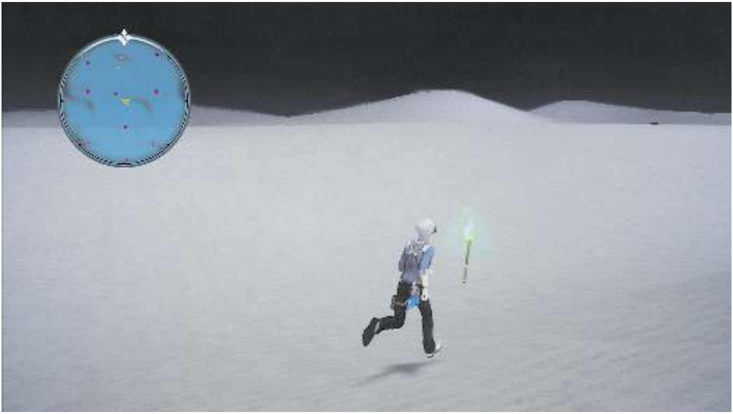


Lantern Candle Torch

In each of the dungeon’s non-boss areas (Area 2, Area 3, the Spiral Area, and the Desert Area), you can find three light-source items on the ground. Their locations are random, and change every time you enter each area anew. If you find these items and bring them to the next area, you’ll receive Ancient Bells as a reward—the amount varies based on the quantity of items and the order in which you picked them up. The Ancient Bells can be traded for precious items at a shop that appears in Area 1, so you’ll want to assemble as many as you can.

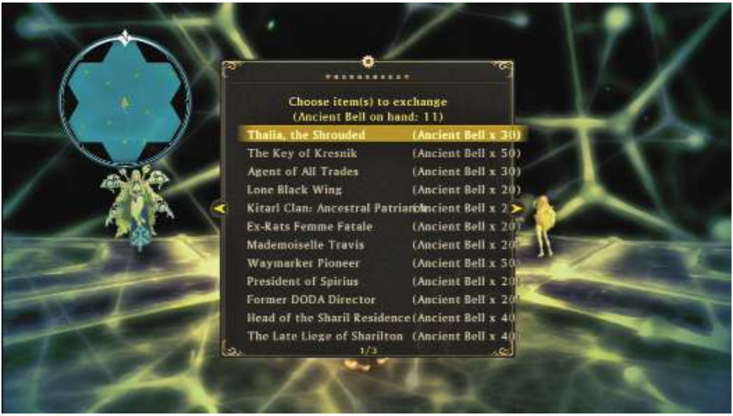
Light Sources Rewards

- If you collect the light sources in Lantern > Candle > Torch order and bring them to the next area, you’ll receive the maximum reward: 6 Ancient Bells, a 50% chance of receiving 1 Gold Dice, and a 75% chance of receiving 1 Silver Dice.
- If you collect the light sources in any other order and bring them to the next area, you’ll receive 4 Ancient Bells, a 35% chance of receiving 1 Gold Dice, and a 50% chance of receiving 1 Silver Dice.
- If you collect only one or two of the light sources and bring them to the next area, you’ll receive 2 Ancient Bells, a 10% chance of receiving 1 Gold Dice, and a 25% chance of receiving 1 Silver Dice.



The light sources are particularly difficult to find in the Desert Areas. Search for them after you’ve met your monster-destruction quota.

Exchange Ancient Bells for Precious Items



Choose item(s) to exchange
(Ancient Bell on hand: 11)

Thalia, the Shrouded (Ancient Bell x 30)
The Key of Kresnik (Ancient Bell x 50)
Agent of All Trades (Ancient Bell x 30)
Lone Black Wing (Ancient Bell x 20)
Kitarl Clan: Ancestral Patriarch(Ancient Bell x 2
Ex-Rats Femme Fatale (Ancient Bell x 20)
Mademoiselle Travis (Ancient Bell x 20
Waymarker Pioneer (Ancient Bell x 50
President of Spirius (Ancient Bell x 20
Former DODA Director (Ancient Bell x 20
Head of the Sharil Residence (Ancient Bell x 40
The Late Liege of Sharilton (Ancient Bell x 40

1/3

At the shop that appears in the center of Area 1, you can exchange your Ancient Bells for special items, as shown in the chart below. The goods include weapons and rare “Transformation” costumes. One warning: the names that appear in the shop list don’t always correspond to the name of the item, so don’t confused if you can’t find what you think you just bought.

Note

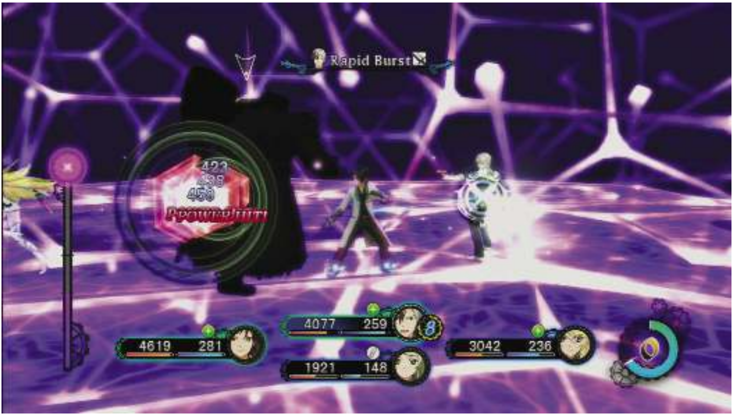
You can get all the Win Sticks and Cat supplies you want here, but everything else is one per customer.

Ancient Bell Shop

Item Name	Item You Really Get	Ancient Bells
Thalia, the Shrouded	Thalia, the Shrouded	30
The Key of Kresnik	Transformation: Elle	50
Agent of All Trades	Transformation: Ivar	30
Lone Black Wing	Transformation: Wingul	20
Kitarl Clan: Ancestral Patriarch	Transformation: Jiao	20
Ex-Rats Femme Fatale	Transformation: Presa	20
Mademoiselle Travis	Transformation: Agria	20
Waymarker Pioneer	Transformation: Julius	50
President of Spirius	Transformation: Bisley	20
Former DODA Director	Transformation: Rideaux	20
Head of the Sharil Residence	Transformation: Driselle	40
The Late Liege of Sharilton	Transformation: Cline	40
Great Spirit of Ice	Transformation: Celsius	40
Verland Bank Debt Collector	Transformation: Nova	40

The President's Secretary	Transformation: Vera	40
Swordsman of Time	Transformation: Cress	20
Unicorn Cleric	Transformation: Mint	50
Fire Swordian Master	Transformation: Stahn	20
Lens Hunter	Transformation: Rutee	50
Hero of Neuestadt	Transformation: Bruiser	20
Kitty Krisps	Kitty Krisps	1
Gummy Fishies	Gummy Fishies	3
Catnip	Catnip	5
Kitty Toy	Kitty Toy	7
Royal Feast	Royal Feast	10
Win Stick	Win Stick	1

Shadow-Type Enemies Appear



All of the enemies you'll face in the Illusionary Darkness appear as pitch-black Shadows. If you aren't linked as you fight them, your attacks will deal only one point of damage, so use the Strategy menu to order your party members to link with each other constantly. The foes you'll face in the Spiral and Desert Areas reached from Area 2 range from level 80 to 105, while the foes in areas reached from Area 3 run from level 110 to 140.

Note

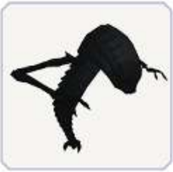
If you aren't linked as you fight them, your attacks will deal only one point of damage! Also, when your linked partner falls, the link is automatically severed. Heal them up and reform the link immediately!

Enemies

Shadow Bacura

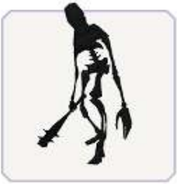
Type B	
HP	39450/52950
Weak	—
Strong	● ● ● ● ● ●

Shadow Shade



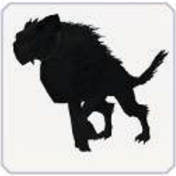
Type ●	
HP	7890
Weak	●
Strong	●

Shadow Skull



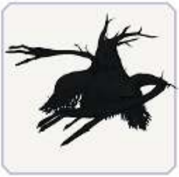
Type ●	
HP	7337
Weak	●
Strong	●

Shadow Sol



Type ●	
HP	7337
Weak	●
Strong	●

Shadow Treant



Type ●	
HP	15960
Weak	●
Strong	●

Shadow Butterfly

Type ●	
HP	7890
Weak	●
Strong	●

Shadow Plant

Type ●	
HP	15780
Weak	●
Strong	●

Shadow Mandragora

Type ●	
HP	7890
Weak	●
Strong	●

Shadow Sentry

Type ●	
HP	10590
Weak	●
Strong	●

Shadow Erdas

Type ●	
HP	11225
Weak	●
Strong	●

Shadow Cat

Type	
HP	9848
Weak	
Strong	

Shadow Demon

Type	
HP	22641
Weak	
Strong	

Shadow Nightmare

Type ●	
HP	9848
Weak	●
Strong	●

Shadow Bat

Type ●	
HP	9848
Weak	●
Strong	●

Shadow Gentlemundine

Type ●	
HP	32040
Weak	●
Strong	●

Shadow Battlecorps Sergeant

Type ●	
HP	10590
Weak	●
Strong	●

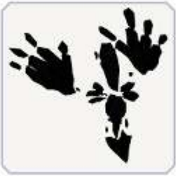
Shadow Chill

Type ●	
HP	7890
Weak	●
Strong	●

Shadow Sylvan

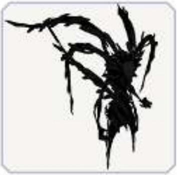
Type	
HP	15780
Weak	
Strong	

Shadow Djinn



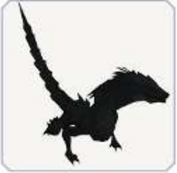
Type	
HP	7890
Weak	
Strong	

Shadow Devil



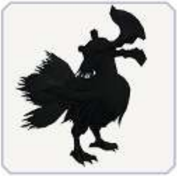
Type	
HP	15960
Weak	
Strong	

Shadow Basilisk



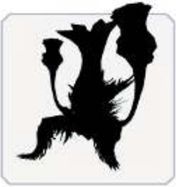
Type	
HP	7337
Weak	
Strong	

Shadow Beak



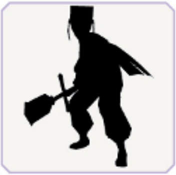
Type	
HP	8363
Weak	
Strong	

Shadow Mine Plant



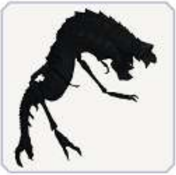
Type ●	
HP	15780
Weak	●
Strong	●

Spiritcorps Sergeant's Shadow



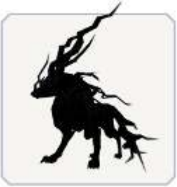
Type ●	
HP	7890
Weak	●
Strong	●

Shadow Eater



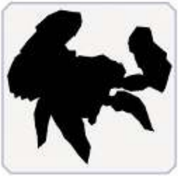
Type ●	
HP	22641
Weak	●
Strong	●

Shadow Gatekeeper



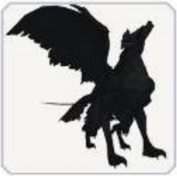
Type	
HP	9848
Weak	
Strong	

Shadow Crab Man



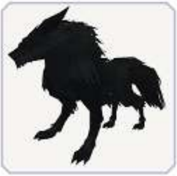
Type	
HP	11225
Weak	
Strong	

Shadow Dragon



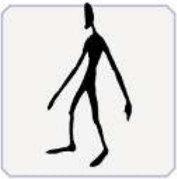
Type	
HP	42720
Weak	
Strong	

Shadow Hound



Type	
HP	9848
Weak	
Strong	

Gentleshadow

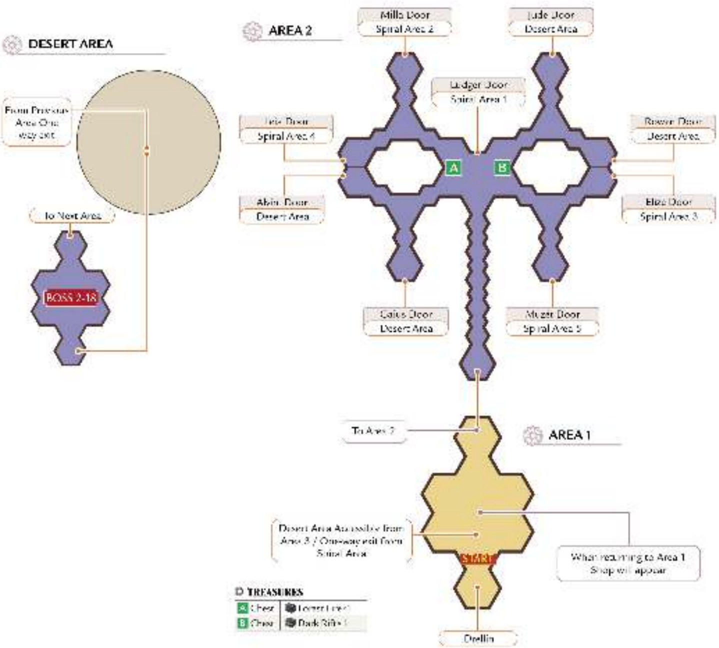


Type	
HP	32040
Weak	
Strong	

Shadow Leaf

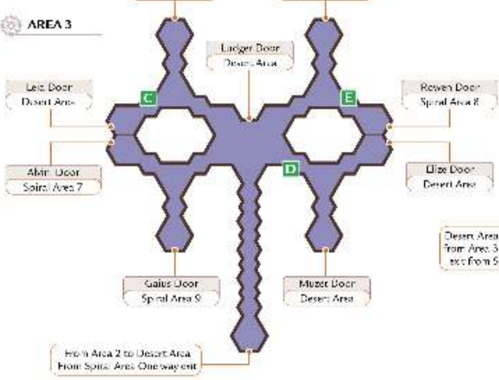
Type	
HP	10590
Weak	
Strong	

Maps

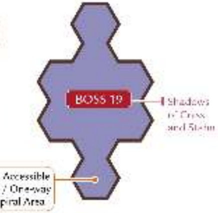


Milla Door
Desert Area
Jude Door
Spiral Area 6

AREA 3



AREA 4

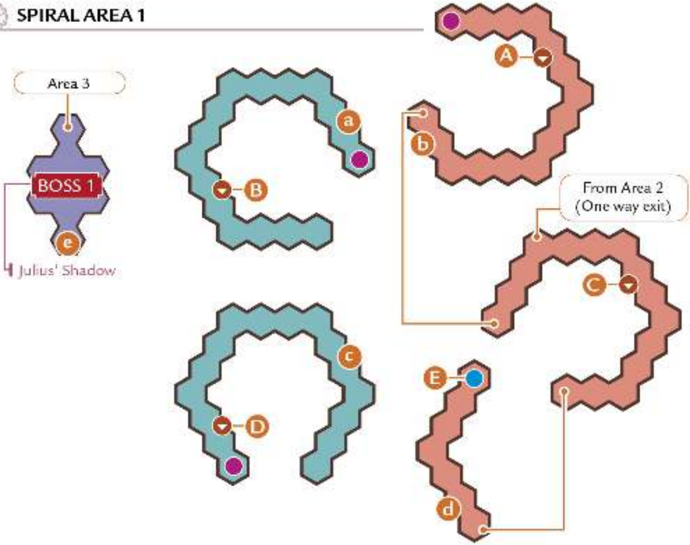

BOSS 19
Shadows of Cross and Stein
Desert Area Accessible from Area 3 / One-way exit from Spiral Area

TREASURES

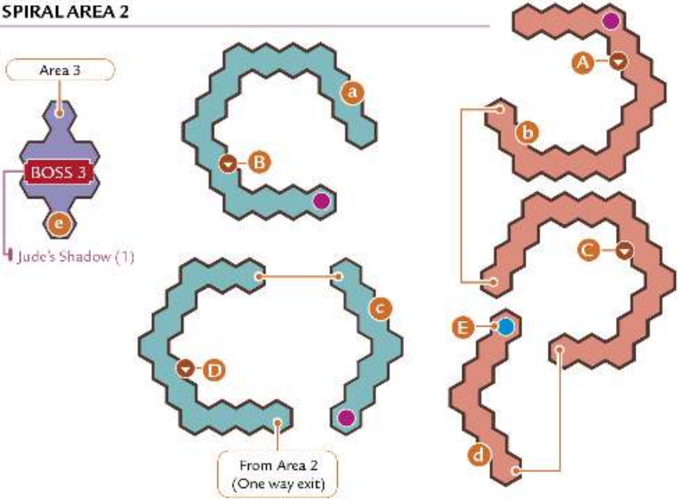
🟩 C	Chest	Twilight Fyre ×1
🟩 D	Chest	Laurel Crown ×1
🟩 E	Chest	Melting Memory×

LEGEND ● ......Light-up Panel ● ......Warp point that appears when you step on all light-up panels Ⓐ......One Way Entrance ⓐ ......One way exit

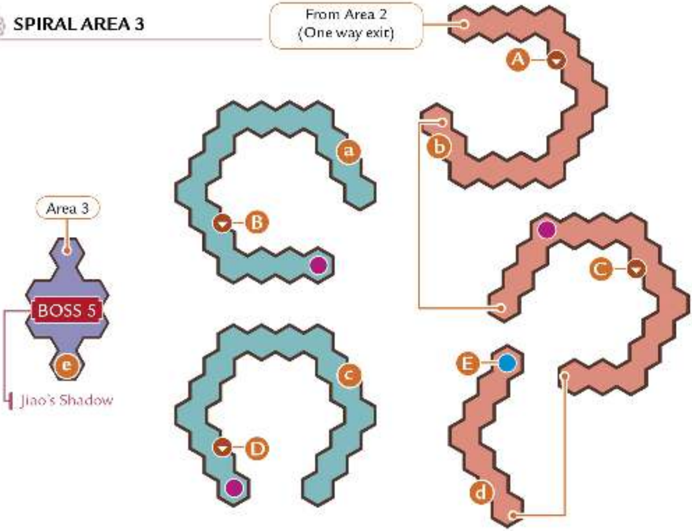
SPIRAL AREA 1



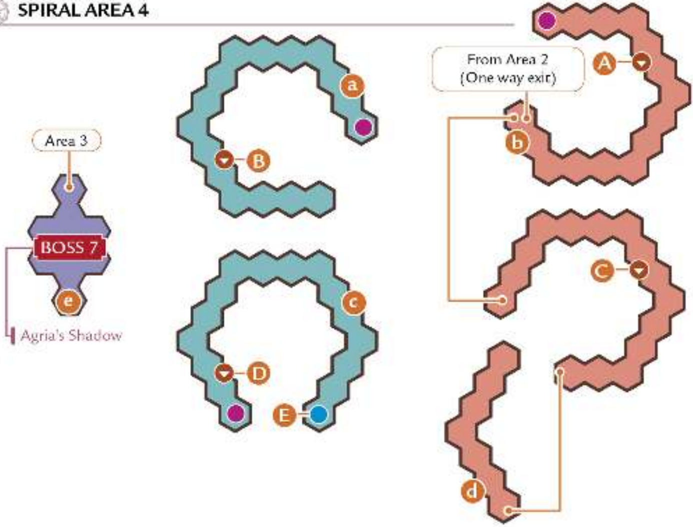
SPIRAL AREA 2



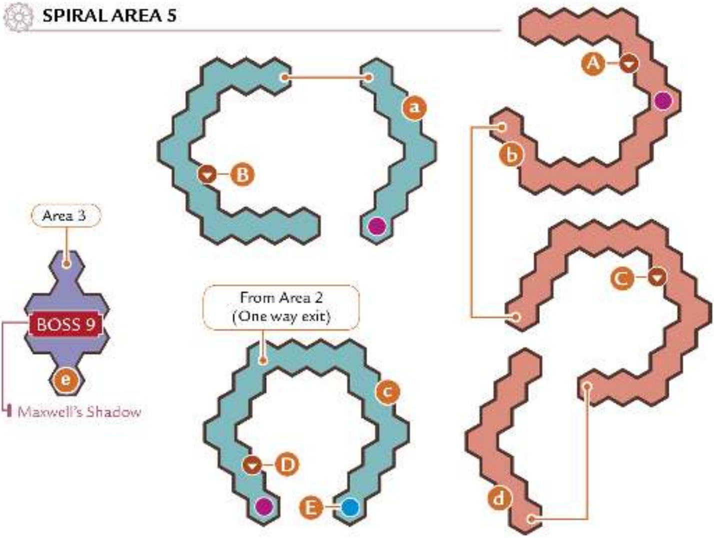
SPIRAL AREA 3



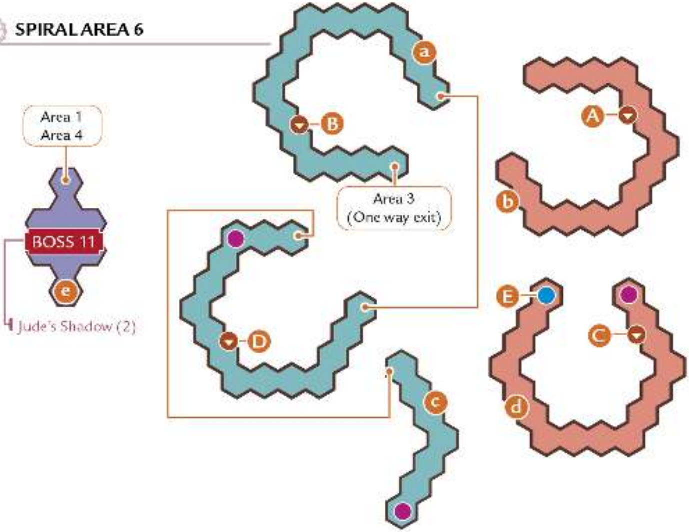
SPIRAL AREA 4



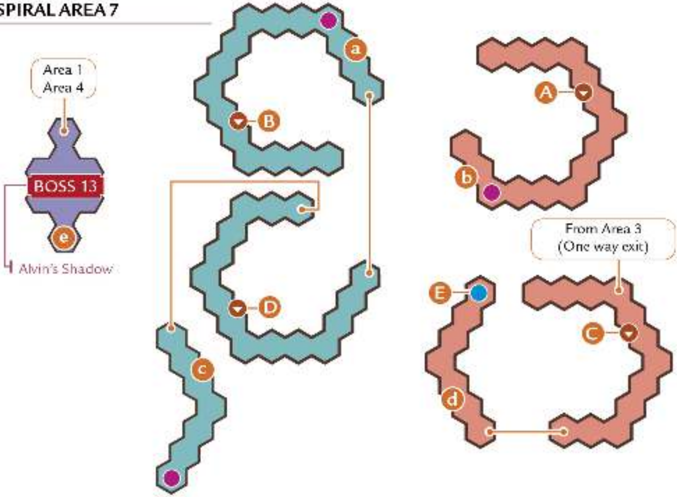
SPIRAL AREA 5



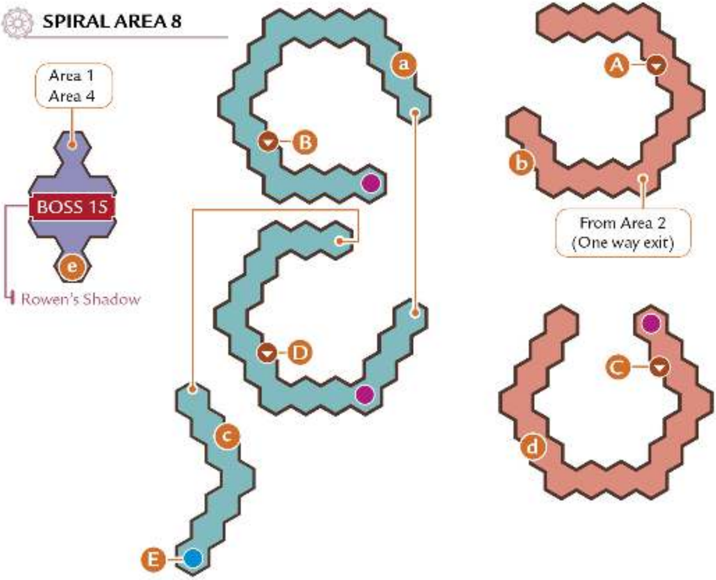
SPIRAL AREA 6



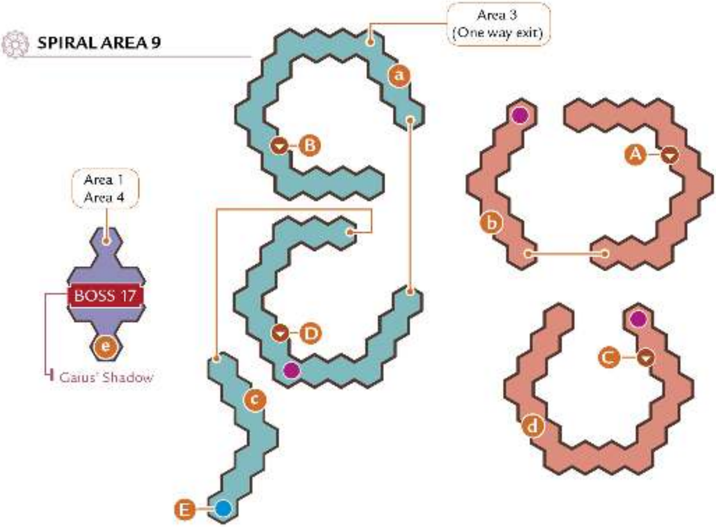
SPIRAL AREA 7



SPIRAL AREA 8



SPIRAL AREA 9



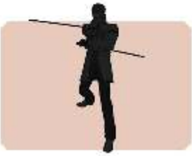
Bosses

Bosses Reached Via the Desert Area

Sigil Spear
59 DAMAGE!!
2 HITS!
3777 77
5238 283
88 388
4444 176

Previous Area	Character Whose Door You Went Through	Boss	Next Area
Area 2	Jude	Boss 2: Milla’s Shadow	Area 3
Area 2	Alvin	Boss 4: Presa’s Shadow	Area 3
Area 2	Rowen	Boss 6: Nachtigal’s Shadow	Area 3
Area 2	Gaius	Boss 8: Wingul’s Shadow	Area 3
Area 3	Ludger	Boss 10: Ludger’s Shadow	Area 1 or 4
Area 3	Milla	Boss 12: Milla’s Shadow (2)	Area 1 or 4
Area 3	Elize	Boss 14: Elize’s Shadow	Area 1 or 4
Area 3	Leia	Boss 16: Leia’s Shadow	Area 1 or 4
Area 3	Muzét	Boss 18: Muzét’s Shadow	Area 1 or 4

Boss 1: JULIUS’ SHADOW



Level	83–103
Iron Stance	50
HP	233376–284856
Weak	●
Strong	● ● ●

Drop	Ancient Bell (100%) / Silver Dice (100%)
Steal	—

Create an Opening with Ludger's Dual Blades

Julius' Shadow uses artes like Swift Strike and Time Disintegration while quick-stepping to the left and right. Julius' Shadow Slashing-type artes like Time Disintegration can easily inflict Bleeding, so cure it immediately with an item. It's hard to find an opening amid his quick attacks; instead, focus on blocking his attacks and retaliating with counterattacks. It's also a good idea to equip Muddle Charms to head off the Confusion effect of his Falling Thunder and Moonlight Assault artes. When you launch your attacks, use Ludger's quick dual blades to deal solid damage while staggering him by hitting his damage-type weakness. The boss's Energy Shackles arte deals Fire- and Wind-type damage, and are able to pierce through their target to hit multiple foes.

Boss 2: Milla's Shadow

Level	85–105
Iron Stance	80
HP	331932–403572
Weak	●
Strong	●

Drop	Ancient Bell (100%) / Silver Dice (100%)
Steal	—

Prepare a Defense Against Milla's Confusion-inflicting attacks

Milla's Shadow will attack with artes that use a variety of damage types. Two of the most dangerous are the Confusion-inflicting Blade Torrent and Shimmer Spin. Losing an ally to the Confusion ailment would be devastating, so it's important that each of your characters has an accessory to defend against this. To strike back against Milla’s Shadow, wait until she begins casting an arte, then start a combo with a quick arte like Jude’s Blunt Fang or Ludger’s Thousand Swords. Her Cyclone has a wide area of effect and deals heavy damage—it’s imperative you interrupt its casting.

Boss 3: Jude’s Shadow

Level	85–105
Iron Stance	60
HP	336936–409656
Weak	●
Strong	● ●

Drop	Ancient Bell (100%) / Silver Dice (100%)
Steal	—

Create an Opening with Fire-Type Artes

Jude’s Shadow zips freely around the field, executing fast artes like Cyclonic Surge and Rising Falcon. He’ll rarely give you an opening to attack, so instead switch your playable character to someone he isn’t attacking and use them to strike at Jude’s Shadow from behind. Note that this version of Jude’s Shadow differs from the one in Spiral Area 6, in that it’s weak to Fire. Ludger can exploit this weakness quite effectively by equipping his sledgehammer and using artes like Flame Tunnel. During Over Limit, run away to avoid being hit by Jude’s Shadow’s Shattering Demon Fist arcane arte. Jude’s Shadow can use Rising Falcon in mid-air, so if you see him jump, guard immediately.

Boss 4: PRESA’S SHADOW

Level	85–105
Iron Stance	100
HP	391980–476580
Weak	火
Strong	水

Drop	Ancient Bell (100%) / Silver Dice (100%)
Steal	—

Stay Out of Range of Her Deadliest Artes

Presa's Shadow uses physical attacks and Water-type artes. Two of her favorite artes are Dragonmare Claw and Foxtail Allure, both of which hit only a narrow area directly in front of her. Make a habit of using free run to circle to safety behind her, and exploit her weakness by attacking with Fire-type artes. If you do find yourself standing in front of her, quickly back-stepping away should allow you to dodge her attacks.

Boss 5: Jiao's Shadow

Level	85–105
Iron Stance	300
HP	423672–515112
Weak	風
Strong	地

Drop	Ancient Bell (100%) / Silver Dice (100%)
Steal	—

Guard, Observe, and—If Safe—Counter

Jiao's Shadow primarily relies on three artes: Lone Wolf Charge, Devil's Maw, and Gilded Fist. All three are powerful, so you'll want to guard them, wait a moment to see if he has a follow-up attack, and if not, counterattack. Activating the Power Charge 2 and 3 skills will make it easy to score weakness-exploiting combos. Just make sure to keep everyone's HP at or near max at all times, so you can survive his counterattack if you fail to land a blow. When you see Jiao's Shadow swing his hammer for the Devil's Maw arte, you'll still have time to guard the strike.

Boss 6: Nachtigal’s Shadow

Level	85–105
Iron Stance	300
HP	406992–494832
Weak	●
Strong	● ●

Drop	Ancient Bell (100%) / Silver Dice (100%)
Steal	—

Exploit Nachtigal’s Post-Attack Openings

Nachtigal’s Shadow uses his giant lance to perform artes like Terra Pike and Massacre Arc. These attacks are so powerful that a direct hit will almost certainly be fatal, but their power is tempered by a long window of post-attack vulnerability. Nachtigal’s Shadow rarely performs multiple attacks in a row, so after blocking one of these powerful artes it’s usually safe to retaliate. Note, however, that Massacre Arc cannot be blocked, so you’ll need to evade it with a back-step. When you do attack, use Water-type artes like Ludger’s Arc Fire to exploit Nachtigal’s Shadow’s weakness. When Nachtigal’s Shadow props his lance on the ground after performing an arte, that’s a sign he’s defenseless. Nachtigal’s Shadow’s Grave Worm arte hits only a narrow area in front of him, so circle around to the sides.

Boss 7: Agria’s Shadow

Level	85–105
Iron Stance	100
HP	417000–507000
Weak	● ●
Strong	●

Drop	Ancient Bell (100%) / Silver Dice (100%)
Steal	—

Retaliate After Agria Casts Blazing Ring

Agria’s Shadow primarily casts Fire-type artes like Flame Drill and Sunburst, so using accessories and skills to raise your Fire resistance will make this battle a snap. Also, Agria’s Shadow frequently casts the Blazing Ring arte, despite it being weaker than most of her other artes. You won’t take much damage if it hits you, so you can charge right in without concern for the flames. Once you’re up close and personal, use a series of Water-type artes and linked artes to bring her down. Blazing Ring doesn’t have a very wide range, so responding with ranged attacks is another viable strategy. Agria’s Shadow’s Pyro Helix arcane arte has a wider area of effect than Blazing Ring and deals more damage.

Boss 8: Wingul’s Shadow

Level	85–105
Iron Stance	50
HP	435348–529308
Weak	—
Strong	●

Drop	Ancient Bell (100%) / Silver Dice (100%)
Steal	—

Strike During the Casting of Flame Ring

Wingul’s Shadow uses artes like Demon Fang, Gale Fang, and Rising Phoenix as he evades your attacks with his nimble movements. None of those attacks offer a good opening for a counterattack, so bide your time as you focus on guarding. Your opportunity to strike will come when Wingul’s Shadow stops moving to cast an arte. Flame Ring provides the best opportunity to move in for an attack, as its power level is low and you won’t take much damage if you end up getting hit.

Using accessories like Garnets to raise your fire resistance will make it even safer. If you fail to cancel Wingul's Shadow's casting process in your first few attacks, switch to Magic Guard to prepare yourself for the arte.

Boss 9: Maxwell's Shadow

Level	85–105
Iron Stance	300
HP	418668–509028
Weak	—
Strong	—

Drop	Ancient Bell (100%) / Silver Dice (100%)
Steal	—

Continuously Assess Maxwell's Elemental Properties

Maxwell's Shadow frequently uses Element Change to shift his damage-type weaknesses and resistances, as well as the artes he's capable of casting. For example, when he uses Element Change: Fire, it means he becomes resistant to fire and weak to water, and begins using Fire-type artes like Flame Vanguard. It's important that you regularly use the R1 Button to check his current resistances and weaknesses, and change your accessories and weapons accordingly. Hold your ground and guard to lessen the damage from artes like Flame Vanguard. Maxwell's Shadow also has a variety of Dark-type artes he can use no matter what his current element is.

Boss 10: Ludger's Shadow

Level	115–135
Iron Stance	80
HP	772800–898800
Weak	—
Strong	—

Drop	Ancient Bell (100%) / Gold Dice (50%)
Steal	—

Use Ailments to Get Around Ludger’s Defenses

Ludger’s Shadow has the Impregnable Guard and Melee Gamble skills active, and guards religiously throughout this battle. To break his guard, have your party members cast Fire- and Dark-type artes from long range in hopes of inflicting ailments. Ludger’s Shadow will take heavy damage from either Poison or Burn—potentially up to 40% of his max HP if you can hit him with both! Repeatedly inflicting these ailments is a relatively easy way to end this battle. If Milla or Muzét are in your party, set a shortcut for Sunburst so you can have them cast it repeatedly. Elize should focus primarily on healing, but have her cast Dark-type artes when the party is out of danger.

Boss 11: Jude’s Shadow (2)

Level	115–135
Iron Stance	60
HP	669024–778104
Weak	—
Strong	● ●

Drop	Skill Tome: “Instant Landing” JD (100%) / Gold Dice (50%)
Steal	—

Retaliate After Guarding Against Jude’s Combos

This version of Jude’s Shadow uses front- and back-steps to get in close and strike with quick combo attacks, making it difficult to avoid his artes by using free run. Activate the skills Impregnable Guard and Power Charge 3, and aim to retaliate with powerful weakness-exploiting combos after weathering his flurry of attacks. The best times to launch your counterattacks are when Jude’s Shadow lands after using Rampaging Dragon, or uses a back-step to withdraw. Jude’s Shadow’s Aqua Sweep can hit multiple characters when they’re clustered together. Change your Strategy settings to keep the party far apart.

Jude’s Shadow generally tries to start his combos with Beast, so make sure you’re ready to guard that first attack!

Boss 12: Milla’s Shadow (2)

Level	115–135
Iron Stance	80
HP	633696–737016
Weak	—
Strong	●

Drop	Ancient Bell (100%) / Gold Dice (50%)
Steal	—

Protect Yourself from All of Milla’s Artes with All Guard

Since Milla’s Shadow uses an even mix of physical and spirit artes, activate the All Guard skill to allow Ludger to block both with a single action. Milla’s Shadow is especially fond of the Overdrive arte, which can juggle characters who are guarding, making the second hit unguardable. If she’s in Over Limit, she’ll chain the attack into her mystic arte. The only way to evade it at this point is to have Ludger transform. However, you can evade Overdrive with a side- or back-step. Against her spirit artes, aim to launch counterattacks after successfully guarding with Magic Guard.

Boss 13: Alvin’s Shadow

Level	115–135
Iron Stance	60
HP	756240–879540
Weak	—
Strong	●

Drop	Ancient Bell (100%) / Gold Dice (50%)
Steal	—

Strike During the Openings Between Attacks

Alvin’s Shadow is as powerful a physical attacker as you might expect, but he suffers from long windows of vulnerability between attacks. The biggest opening to retaliate comes when Alvin’s Shadow lands after jumping up to use Homing Shot. Equip Impregnable Guard and Power Charge 3 so you can guard everything Alvin’s Shadow throws at you, then retaliate with a weakness-exploiting combo when you see an opening. Note that Alvin’s Shadow will try to heal with Guardian Field when his HP gets low, so you’ll want to head that off by doing the last big chunk of damage with one long combo or a mystic arte.

Boss 14: Elize’s Shadow

Level	115–135
Iron Stance	60
HP	577392–671532
Weak	—
Strong	●

Drop	Ancient Bell (100%) / Gold Dice (50%)
Steal	—

Absorb Dark-Type Damage with a Blue Cape

All of the artes cast by Elize’s Shadow are Dark-type, so custom order as many as Blue Capes as you can, as everyone who wears them will be able to absorb the damage from her spirit artes. Not only does that reverse the efficacy of her artes, but it allows you to launch combos freely even as Elize’s Shadow is casting them. The only catch is that the Blue Cape won’t protect you from the instant-death effect of Dark Visitor, so you’ll want to have your own Elize cast Revive to give everyone in the party the power to automatically revive once. Linking with Muzét to evade the attack with Support Warp is another option. At close range, Elize's Shadow makes heavy use of Teepo Roar, so evade it with back-steps.

Boss 15: Rowen's Shadow

Level	115–135
Iron Stance	60
HP	614928–715188
Weak	—
Strong	水 地

Drop	Ancient Bell (100%) / Gold Dice (50%)
Steal	—

Defend Yourself from Spirit Artes with Magic Guard

The Magic Guard skill is a must-activate when battling Rowen's Shadow. That will limit the damage from his Water-type artes, but you'll still want a Tech Charm to prevent the Skillseal ailment that goes hand-in-hand with Water-type artes. When Rowen's Shadow begins to cast an arte, use Magic Guard to protect yourself, and then counterattack. If you activate the Spell Gamble skill, you'll take only 1 point of damage from artes blocked with Magic Guard. Afterwards, when Rowen's Shadow begins casting again, resume guarding. During Over Limit, Rowen's Shadow will attempt to chain a Tidal Wave into his mystic arte; transform to protect yourself. The effects of Tidal Wave span the whole battlefield. Make sure to guard.

Boss 16: Leia's Shadow

Level	115–135
Iron Stance	60
HP	510048–593208
Weak	—
Strong	● ●

Drop	Ancient Bell (100%) / Gold Dice (50%)
Steal	—

Launch Combos While Leia’s Shadow Casts Spirit Artes

Activate the Impregnable Guard and Power Charge 3 skills and prepare to guard when Leia’s Shadow gets close. When you get a break between attacks, retaliate with a weakness-exploiting combo. Since Leia’s Shadow has no offensive spirit artes, there’s no risk in attacking while she’s casting an arte. The biggest danger in this fight is of Leia’s Shadow ensnaring a whole group of characters at once by using an arte like Crescent Flash. To avoid this, order much of your party to spread out and fight from afar. Make certain to guard against Soaring Blast, and prepare a counterattack for the moment she lands.

Boss 17: GAIUS’ SHADOW

Level	115–135
Iron Stance	80
HP	911904–1060584
Weak	—
Strong	● ●

Drop	Skill Tome: “The Undefeated” GS (100%) / Gold Dice (50%)
Steal	—

Prepare Your Confusion Countermeasures Early

Gaius’ Shadow has lots of HP, so brace for a lengthy battle. Activate the Impregnable Guard and Melee Gamble skills, and focus on guarding Gaius’ Shadow’s attacks. After he lifts his sword above his head and unleashes his Divine Ascension arte, seize the brief window of opportunity to begin your counterattack. A red light emits from Gaius’ Shadow’s sword when he uses Divine Ascension. Circling behind him can also be an effective strategy. Another concern is Light-type artes like Light of Ruin, which can Confuse their targets. Using a Syrup Bottle is a good way to prevent Confusion effects. It takes a little time before the light blades generated by the Light of Ruin art to appear so don't relax your guard!

Boss 18: Muzét's Shadow

Level	115–135
Iron Stance	60
HP	696624–810204
Weak	—
Strong	●

Drop	Ancient Bell (100%) / Gold Dice (50%)
Steal	—

Turn Muzét's Support Warp Against Her Shadow

It can be difficult to land a blow against Muzét's Shadow, thanks to her ability to abruptly warp away. To counterattack this, link with your Muzét and use her Support Warp ability. When Muzét's Shadow warps, you'll be able to close the distance with a single front-step and resume your offense. Also, when Muzét's Shadow casts an arte, use a quick-step immediately after the arte triggers to avoid the arte while moving into attack range. Using Muzét's Support Warp makes it much easier to dodge the artes of her Shadow. Note that Sunburst's wide area of effect makes it particularly dangerous, so defend yourself with Magic Guard.

Boss 19: Shadow of Cress

Level	120–140
Iron Stance	60
HP	352743–408003
Weak	●
Strong	●

Drop	Ancient Bell (100%) / Ancient Bell (100%)
Steal	—

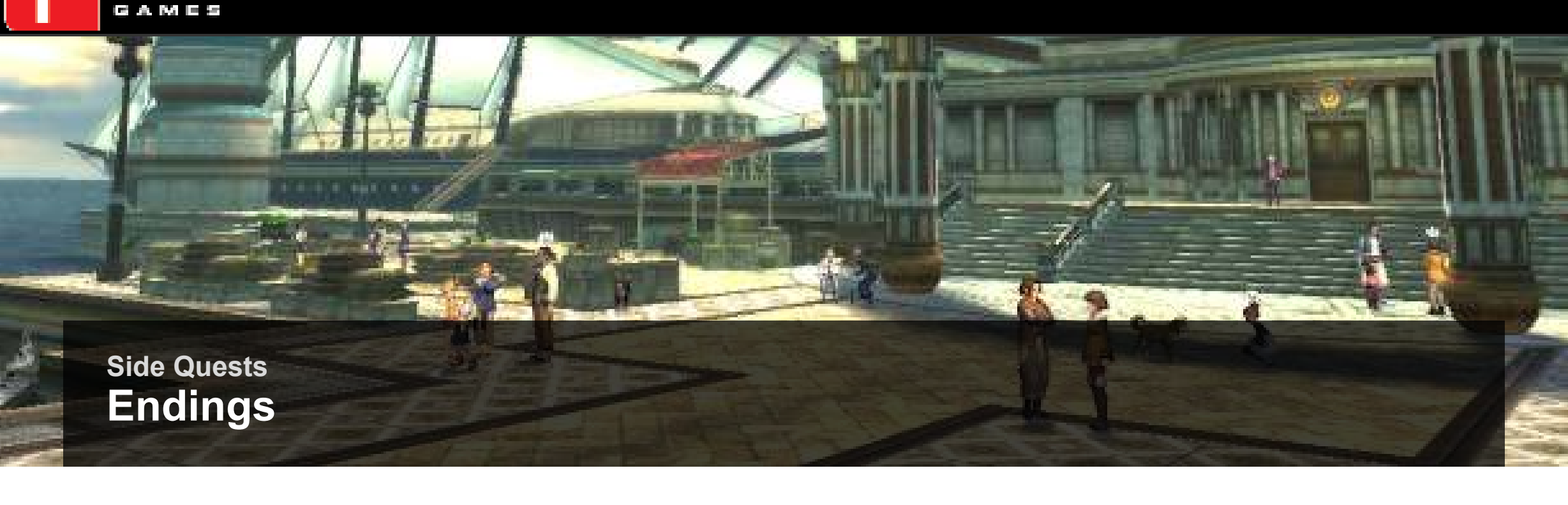
Boss 19: Shadow of Stahn

Level	120–140
Iron Stance	60
HP	359637–415977
Weak	●
Strong	●

Drop	Ancient Bell (100%) / Ancient Bell (100%)
Steal	—

Use an All-Divide to Clinch Victory

Both Stahn and Cress are aggressive attackers who are able to use linked artes during Over Limit, making this a particularly grueling fight. When either of your foes enters Over Limit, immediately transform and use your mystic arte to end their Over Limit state. It’s worth using an All-Divide—which halves damage dealt to friend and foe alike—to lower the damage to survivable levels. It’s also not a bad idea to load up your inventory with the maximum 15 Reverse Dolls to equip Elize with and have her focus solely on healing. It’s also a good idea to activate the HP Surge and HP Surge 2 skills for all of your party members so that they can be revived from KO’s at full HP. Your priority target in this battle is Cress’s Shadow, as his Distortion Blade attack is particularly dangerous. Use Ludger’s Light-type Moonlight Assault as an opening for combo attacks against him. Most of the artes used by Stahn’s Shadow are Fire-type, so try to lessen their damage with skills and accessories that offer resistance to Fire.



Side Quests

Endings

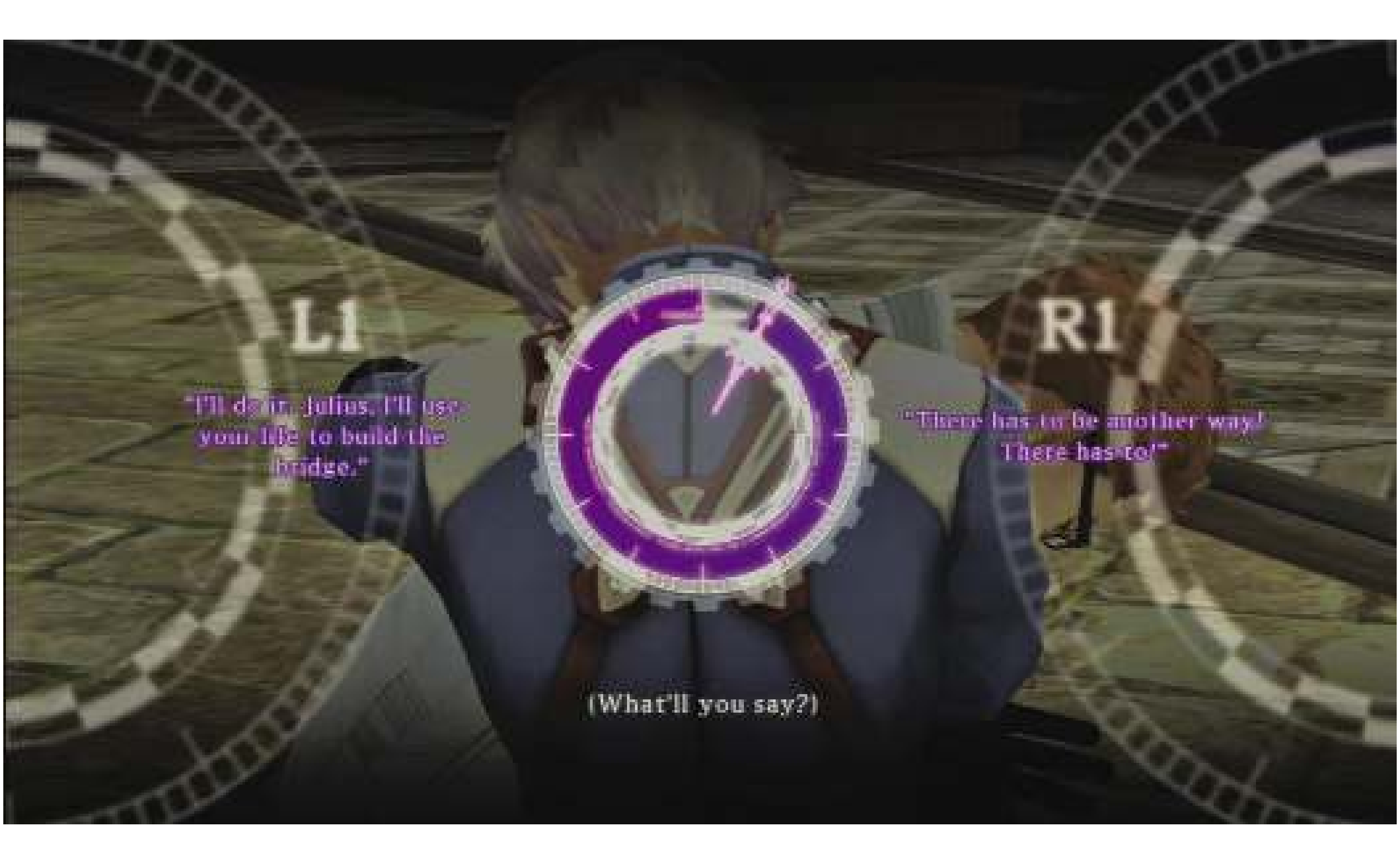
SPOILER WARNING!

The following section contains plot spoilers.

Five Different Endings

For a game based on player choice, you can expect there are different types of endings. Some are very similar, but others have a very different turn of events. Note that these endings are merely alternatives at the end of the game. One is accessible before you finish the game and two others become possible after completing the Main Story.

Julius Ending


L1
"I'll do it, Julius. I'll use your life to build the bridge."
R1
"There has to be another way! There has to!"
(What'll you say?)

In Chapter 15, Julius has left a note on the table that explains a lot of the story, and reading it will officially begin the chapter. When you confront him in Marksburg there is a very tough choice to make.

Note

The choices here are critical, and if you want to earn this ending you need to choose all of the R1 options.

Jude (2)	
Level	67–71
HP	34272–36108
Weak	●
Strong	● ●

Milla (2)	
Level	67–71
HP	32928–34692
Weak	●
Strong	●

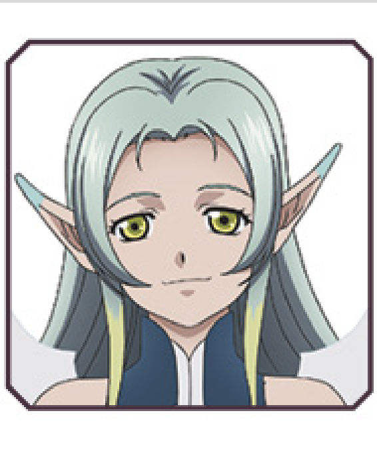
Alvin	
Level	67–71
HP	50400–53100
Weak	●
Strong	●

Elize	
Level	67–71
HP	30912–32568
Weak	●
Strong	●

Rowen	
Level	67–71
HP	30240–31860
Weak	● ●
Strong	● ●

Leia	
Level	67–71
HP	33600–35400
Weak	●
Strong	● ●

Gaius	
Level	67–71
HP	49056–51684
Weak	●
Strong	● ●



Muzét	
Level	67–71
HP	35616–37524
Weak	● ●
Strong	●

Defeat Your Friends

If you refuse to do "the right thing", Ludger must defeat all of his friends. When the battle starts you must face Jude, Milla, Rowen, and Leia. After each comrade has fallen, a new one will take his or her place in the following order: Alvin, Elize, Muzét, and Gaius.

Hallowed Doll is in effect!

Each of your (former) companions uses powerful artes, so if Ludger gets surrounded he could be wiped out in seconds. If his HP runs low, switch his accessory to a Reverse Doll (or Hallowed Doll) to revive him. Remember that even if you suffer an ailment that immobilizes Ludger or he ends up getting juggled and can't use items, you can still open the menu to equip a Reverse Doll.

Deadly Gaze

If you attack recklessly, another companion will rush in to dish out a painful counterattack, so you want to focus on using free run and quick-steps to evade all incoming attacks and only attack when you are not surrounded or when you are transformed. Many of your former teammates have artes with wide areas of effect, so make sure to dash clear to avoid getting caught.

Falling Snow

Transform as soon as you fill a single bar of your chromatus gauge. Your foes will swarm you, so mainly use the wide-area Hexentia and Apocalyptica attacks. Using your transformation state is the only way to win this four-on-one battle.

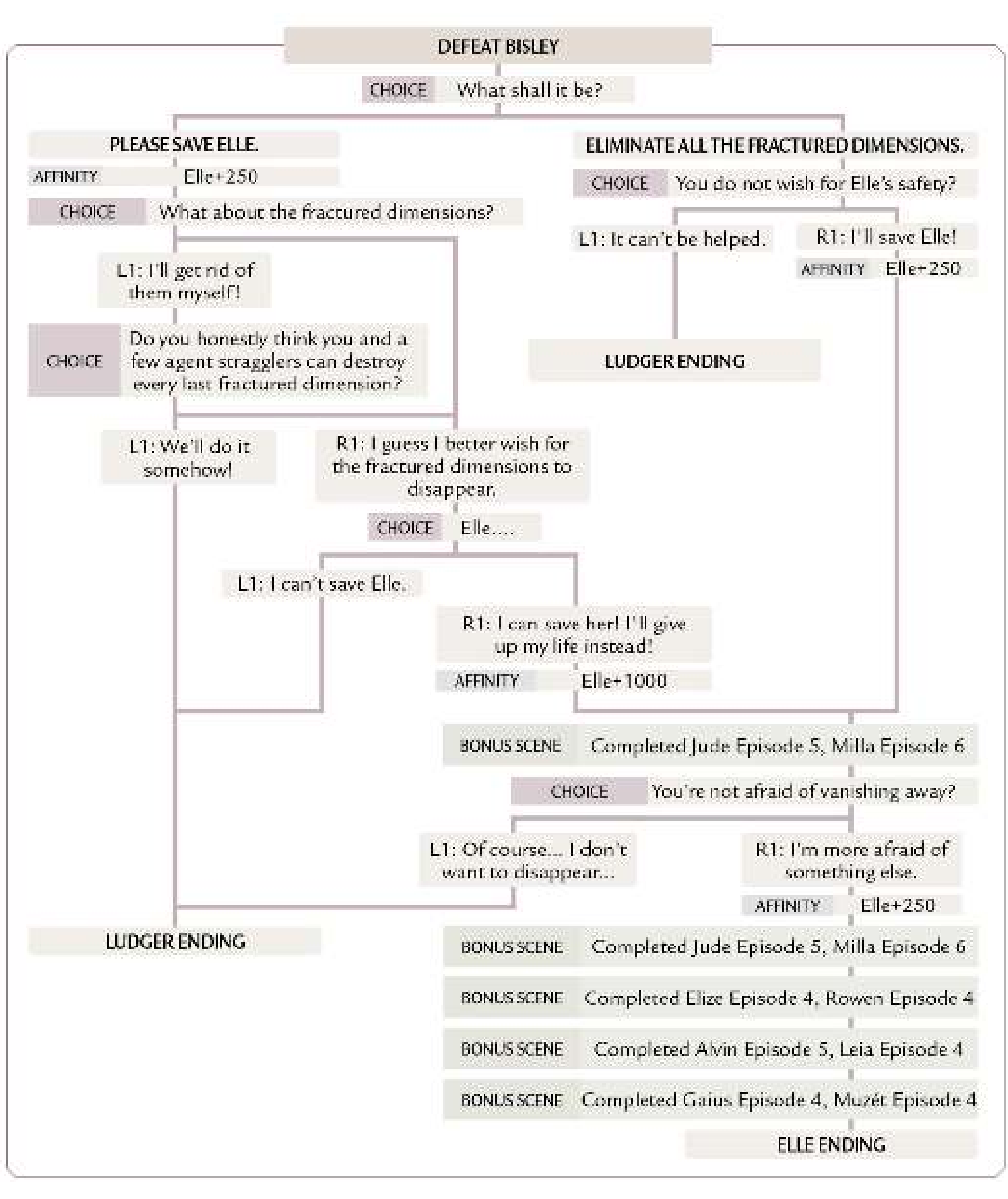
Survival Tips

- Save up two chromatus bars before the battle begins so you can transform immediately.
- Activate the HP Surge and HP Surge 2 skills so all your health will be refilled when you're revived from a KO.
- Activate the Dash skill so you can flee with free run more effectively.

Save the World or Elle

Yes. Wish for anything, but you must decide together.

At the end of the game, a choice must be made for how to use Origin's wish. There are two different paths to take and each can earn affinity. Also, one path leads to numerous Bonus Scenes (if you've completed the required Character Episodes). Below is a flowchart to help you make your decision. In short, choose all L1 options to get the Ludger ending or choose all R1 options for the Elle ending.


DEFEAT BISLEY
CHOICE What shall it be?
PLEASE SAVE ELLE.
AFFINITY Elle+250
CHOICE What about the fractured dimensions?
L1: I'll get rid of them myself!
CHOICE Do you honestly think you and a few agent stragglers can destroy every last fractured dimension?
L1: We'll do it somehow!
R1: I guess I better wish for the fractured dimensions to disappear.
CHOICE Elle....
L1: I can't save Elle.
R1: I can save her! I'll give up my life instead!
AFFINITY Elle+1000
ELIMINATE ALL THE FRACTURED DIMENSIONS.
CHOICE You do not wish for Elle's safety?
L1: It can't be helped.
R1: I'll save Elle!
AFFINITY Elle+250
LUDGER ENDING
BONUS SCENE Completed Jude Episode 5, Milla Episode 6
CHOICE You're not afraid of vanishing away?
L1: Of course... I don't want to disappear...
R1: I'm more afraid of something else.
AFFINITY Elle+250
LUDGER ENDING
BONUS SCENE Completed Jude Episode 5, Milla Episode 6
BONUS SCENE Completed Elize Episode 4, Rowen Episode 4
BONUS SCENE Completed Alvin Episode 5, Leia Episode 4
BONUS SCENE Completed Gaius Episode 4, Muzét Episode 4
ELLE ENDING

Debt Repayment Ending

Even though Ludger ends up as the Vice President of Spirius Corp., he still has that burdensome debt to repay. There are numerous prizes for repaying your debt, and if you can get it down to the last 100 gald you will earn this ending. This isn't a game-clearing ending and it will be a tough task to pay back 20,000,000 gald. However, the rewards cinematics are probably worth it. Make sure to keep watching after the credits.

Coliseum Hero Ending

To see the Hero Ending, you first have to satisfy two conditions. The first is clearing the post-ending hidden dungeon, Illusionary Darkness—that means defeating the shadows of Cress and Stahn after defeating the eighteen previous bosses. The second condition is completing Event Quests 30 and 31. If you've met both conditions, fight your way to the final battle of the Expert Rank in Party Mode, where Cress, Mint, Stahn, and Rutee will challenge you. After you beat them, agree to the help they offer, and you can see the Hero Ending, in which they defeat Bisley and Chronos, and even rescue Elle. It won't be easy, though, as the battle with Cress's party is perhaps the game's greatest challenge. This ending has the same credits as the Debt Repayment ending.

Data

Shop Data

Legend and Notes

- O - For sale from the first time you visit.
- 1 - For sale from the start of the designated Chapter. 4/5 refers to Monster in the Alleyway, Chapter 8 refers to A Song Echoes Through the Falls, and Chapter 9 refers to Gaius' Test.
- 1 - For sale during the designated main chapter.
- 1 - For sale at the end of the designated main chapter.
- 02 For sale after clearing the Event Quest.
- C - For sale after clearing the Expert Rank of the Coliseum's Tag Mode.

Note

*: Nia Khera Spiritway (Fractured), Royal Hunting Grounds, Arklund Quag, Arklund Quag (Fractured), Kukhar Ice Caverns, Nala Lava Tubes, Mon Highlands (Fractured), Bermia Gorge (Fractured), Tatalian Abyss (Fractured); **: Duval (Fractured), Sapstrath Seahaven (Fractured)

Name	Trigleph	Duval	Marksburg	Aladhi Seahaven	Hamil	Kijara Seafalls	Nia Khera	Nia Khera Spiritway*	Trigleph (Fractured)	Oscore (Fractured)
Consumables										
Apple Gel	O	O	O	O	O	O	O	O	O	O
Lemon Gel	11	—	11	—	—	—	—	8/9	8/9	—
Orange Gel	O	O	O	O	O	O	O	O	O	O
Pineapple Gel	11	—	11	—	—	—	—	8/9	8/9	—
Melange Gel	11	—	11	—	—	—	—	8/9	8/9	—
Treat	—	—	—	—	—	—	—	—	—	—
Specific	—	—	—	—	—	—	—	—	—	—
Life Bottle	O	O	O	O	O	O	O	O	O	O
Panacea Bottle	O	O	O	O	O	O	O	O	O	O
Syrup Bottle	O	O	O	O	O	O	O	O	O	O
Holy Bottle	O	O	O	O	O	O	O	O	O	O
Dark Bottle	O	O	O	O	O	O	O	O	O	O
Sage	—	—	—	—	—	—	—	—	—	—
Savory	—	—	—	—	—	—	—	—	—	—
Lavender	—	—	—	—	—	—	—	—	—	—
Verbena	—	—	—	—	—	—	—	—	—	—
Chamomile	—	—	—	—	—	—	—	—	—	—
Basil	—	—	—	—	—	—	—	—	—	—
Saffron	—	—	—	—	—	—	—	—	—	—
Jasmine	—	—	—	—	—	—	—	—	—	—
Blue Sage	—	—	—	—	—	—	—	—	—	—
Blue Savory	—	—	—	—	—	—	—	—	—	—
Blue Lavender	—	—	—	—	—	—	—	—	—	—
Blue Verbena	—	—	—	—	—	—	—	—	—	—
Blue Chamomile	—	—	—	—	—	—	—	—	—	—
Blue Basil	—	—	—	—	—	—	—	—	—	—
Blue Saffron	—	—	—	—	—	—	—	—	—	—
Blue Jasmine	—	—	—	—	—	—	—	—	—	—
Dishes										
Sandwich (Small)	O	O	O	O	O	O	O	O	O	O
Sandwich (Medium)	O	O	O	O	O	O	O	O	O	O
French Toast (Small)	11	—	11	—	—	O	O	O	O	O
French Toast (Medium)	11	—	11	—	—	O	O	O	O	O
Croquette Bun (Small)	—	—	—	—	—	—	—	—	—	—
Croquette Bun (Medium)	—	—	—	—	—	—	—	—	—	—
Pudding Cake (Small)	O	O	O	O	O	O	O	O	O	O
Pudding Cake (Medium)	O	O	O	O	O	O	O	O	O	O
Chocolate Parfait (Small)	11	—	11	—	—	O	O	O	O	O
Chocolate Parfait (Medium)	11	—	11	—	—	O	O	O	O	O
Peach Pie (Small)	—	—	—	—	—	—	—	—	—	—
Peach Pie (Medium)	—	—	—	—	—	—	—	—	—	—
Tofu Cracker (Small)	11	—	11	—	—	O	—	O	O	—
Tofu Cracker (Medium)	11	—	11	—	—	O	—	O	O	—
Fruit 'n' Cheese (Small)	11	—	11	—	—	—	—	8/9	8/9	—
Fruit 'n' Cheese (Medium)	11	—	11	—	—	—	—	*4	8/9	—
Croquette Parfait (Small)	—	—	—	—	—	—	—	—	—	—
Croquette Parfait (Medium)	—	—	—	—	—	—	—	—	—	—
Meat Sauce Pasta (Small)	O	O	O	O	O	O	O	O	O	O
Meat Sauce Pasta (Medium)	O	O	O	O	O	O	O	O	O	O
Soba Omelette (Small)	11	—	11	—	—	O	O	O	O	O
Soba Omelette (Medium)	11	—	11	—	—	O	O	O	O	O
Takoyaki Ramen (Small)	—	—	—	—	—	—	—	—	—	—
Takoyaki Ramen (Medium)	—	—	—	—	—	—	—	—	—	—
Yakisoba Noodles (Small)	O	O	O	O	O	O	O	O	O	O
Yakisoba Noodles (Medium)	O	O	O	O	O	O	O	O	O	O
Veggie Sticks (Small)	11	—	11	—	—	O	O	O	O	O
Veggie Sticks (Medium)	11	—	11	—	—	O	O	O	O	O
Seaweed Salad (Small)	—	—	—	—	—	—	—	—	—	—
Seaweed Salad (Medium)	—	—	—	—	—	—	—	—	—	—
Potato Salad (Small)	O	O	O	O	O	O	O	O	O	O
Potato Salad (Medium)	O	O	O	O	O	O	O	O	O	O
Fruit Salad (Small)	11	—	11	—	—	O	O	O	O	O
Fruit Salad (Medium)	11	—	11	—	—	O	O	O	O	O
Fruit Yakisoba (Small)	11	—	11	—	—	—	—	8/9	8/9	—
Fruit Yakisoba (Medium)	11	—	11	—	—	—	—	8/9	8/9	—
Soda Rice (Small)	—	—	—	—	—	—	—	—	—	—
Soda Rice (Medium)	—	—	—	—	—	—	—	—	—	—
Beef Bowl (Small)	—	—	—	—	—	—	—	—	—	—
Beef Bowl (Medium)	—	—	—	—	—	—	—	—	—	—
Spicy Chicken Roll (Small)	—	—	—	—	—	—	—	—	—	—
Spicy Chicken Roll (Medium)	—	—	—	—	—	—	—	—	—	—
Mabo Curry (Small)	O	—	O	O	O	O	O	O	O	O
Mabo Curry (Medium)	O	—	O	O	O	O	O	O	O	O
Tofu Miso Soup (Small)	—	—	—	—	—	—	—	—	—	—
Tofu Miso Soup (Medium)	—	—	—	—	—	—	—	—	—	—
Seafood Stew (Small)	—	—	—	—	—	—	—	—	—	—
Seafood Stew (Medium)	—	—	—	—	—	—	—	—	—	—
Orange Soup (Small)	—	—	—	—	—	—	—	—	—	—
Orange Soup (Medium)	—	—	—	—	—	—	—	—	—	—
Pot au Feu (Small)	—	—	—	—	—	—	—	—	—	—
Pot au Feu (Medium)	—	—	—	—	—	—	—	—	—	—
Creamy Beef Bowl (Small)	—	—	—	—	—	—	—	—	—	—
Creamy Beef Bowl (Medium)	—	—	—	—	—	—	—	—	—	—
Tomato Omelette (Small)	O	O	O	O	O	O	O	O	O	O
Tomato Omelette (Medium)	O	O	O	O	O	O	O	O	O	O
Minestrone (Small)	02	02	02	02	02	02	02	02	02	02
Minestrone (Medium)	02	02	02	02	02	02	02	02	02	02
Tomato a la Mode (Small)	—	—	—	—	—	—	—	—	—	—
Tomato a la Mode (Medium)	—	—	—	—	—	—	—	—	—	—
Weapons										
Twin Swords	2	O	O	O	O	O	O	—	O	O
Ol' Ironsteels	—	—	—	—	O	O	O	—	O	O
Weighted Warblades	—	—	—	—	—	—	—	—	*3	—
Runebrands	—	—	11	—	—	—	—	—	8/9	—
Southern Crosses	13	—	11	—	—	—	—	—	11	—
Gemini Sisters	13	—	15	—	—	—	—	—	12	—
Helios Knives	—	—	—	—	—	—	—	—	—	—
Atropos, Fate-Slayer	—	—	—	—	—	—	—	—	—	—
Iron Smasher	—	—	11	—	O	O	O	—	O	O
Runesmasher	13	—	11	—	—	—	—	—	8/9	—
Silver Maul	13	—	15	—	—	—	—	—	12	—
Skullcrash	15	—	15	—	—	—	—	—	15	—
Clotho, Fate-Breaker	—	—	—	—	—	—	—	—	—	—
Handcannons	—	—	—	—	O	O	O	—	O	O
Wolf Storms	—	—	11	—	—	—	—	—	*3	—
Spitfires	13	—	11	—	—	—	—	—	8/9	—
Fiend Hunters	13	—	15	—	—	—	—	—	12	—
Lachesis, Fate-Dealer	—	—	—	—	—	—	—	—	—	—
Iron Gauntlets	2	O	O	O	—	O	—	—	O	—
Steel Gauntlets	2	O	O	O	—	O	—	—	O	—
Fist Guard	2	—	O	O	O	O	O	—	O	O
Striker	—	—	—	—	O	O	O	—	O	O
Silver Gauntlets	—	—	—	—	—	—	—	—	7	—
Grand Gauntlets	—	—	11	—	—	—	—	—	*3	—
Insect Maw	—	—	11	—	—	—	—	—	11	—
Gigas Gauntlets	13	—	15	—	—	—	—	—	12	—
Rune Gauntlets	13	—	15	—	—	—	—	—	14	—
Rare Gauntlets	—	—	—	—	—	—	—	—	15	—
Tyrant Fist	—	—	—	—	—	—	—	—	15	—
Garm's Fang	—	—	—	—	—	—	—	—	—	—
Imperial Gauntlets	—	—	—	—	—	—	—	—	—	—
Rapier	—	—	—	—	—	—	—	—	*3	—
Khukuri	—	—	—	—	—	—	—	—	*3	—
Scimitar	—	—	11	—	—	—	—	—	8/9	—
Balanced Blade	—	—	11	—	—	—	—	—	11	—
Solid Edge	13	—	15	—	—	—	—	—	12	—
Corrugated Blade	13	—	15	—	—	—	—	—	14	—
Porous Blade	—	—	—	—	—	—	—	—	15	—
Rune Blade	—	—	—	—	—	—	—	—	15	—
Royal Rose	—	—	—	—	—	—	—	—	—	—
Eidolon, the Immortal	—	—	—	—	—	—	—	—	—	—
Broadsword	—	—	—	O	O	O	O	—	O	O
Lazy Iron	—	—	—	—	O	O	O	—	O	O
Bastard Sword	—	—	—	—	—	—	—	—	*3	—
Wrecking Blade	—	—	—	—	—	—	—	—	*3	—
Geocrusher	—	—	11	—	—	—	—	—	8/9	—
Heavy Anchor	13	—	11	—	—	—	—	—	11	—
The Shredder	13	—	15	—	—	—	—	—	12	—
Brute Masher	15	—	15	—	—	—	—	—	15	—
Radiator	—	—	—	—	—	—	—	—	15	—
Ogre Sword	—	—	—	—	—	—	—	—	15	—
Dyno Smasher	—	—	—	—	—	—	—	—	—	—
Adahalma, the Condemned	—	—	—	—	—	—	—	—	—	—
Wand	—	—	—	O	O	O	O	—	O	O
Mace	—	—	—	—	O	O	O	—	O	O
Court Staff	—	—	11	—	—	—	—	—	*3	—
Precious Wand	—	—	11	—	—	—	—	—	8/9	—
Grand Scepter	13	—	11	—	—	—	—	—	11	—
Compass Rod	13	—	15	—	—	—	—	—	12	—
Stinger	15	—	15	—	—	—	—	—	15	—
Wisteria	—	—	—	—	—	—	—	—	15	—
Lindworm Staff	—	—	—	—	—	—	—	—	15	—
Guivre Rod	—	—	—	—	—	—	—	—	—	—
Blue Crystal Rod	—	—	—	—	—	—	—	—	—	—
Estoc	—	—	—	O	O	O	O	—	O	O
Leonidas	—	—	—	—	O	O	O	—	O	O
Epee	—	—	—	—	—	—	—	—	7	—
Jutte	—	—	11	—	—	—	—	—	*3	—
Abeille	—	—	11	—	—	—	—	—	11	—
Sworn Rapier	13	—	—	—	—	—	—	—	12	—
Arachnophobia	13	—	15	—	—	—	—	—	14	—
Hero Sword	15	—	15	—	—	—	—	—	15	—
Steward's Sword	—	—	—	—	—	—	—	—	15	—
Royal Rapier	—	—	—	—	—	—	—	—	15	—
Snowflake	—	—	—	—	—	—	—	—	—	—
Soaring Eagle, the Patriot	—	—	—	—	—	—	—	—	—	—
Quarterstaff	—	—	—	O	O	O	O	—	O	O
Silver Rod	—	—	—	—	O	O	O	—	O	O
Jingu Bang	—	—	—	—	—	—	—	—	7	—
Bison Bat	—	—	11	—	—	—	—	—	*3	—
Feather Float	—	—	11	—	—	—	—	—	*3	—
Rune Staff	13	—	11	—	—	—	—	—	11	—
Mythril Rod	13	—	15	—	—	—	—	—	14	—
Mile High	—	—	—	—	—	—	—	—	15	—
Fossil Rod	—	—	—	—	—	—	—	—	—	—
Shiranami	—	—	—	—	—	—	—	—	9	—
Takezo	—	—	11	—	—	—	—	—	8/9	—
Dotanuki	—	—	11	—	—	—	—	—	11	—
Kuroshima	13	—	11	—	—	—	—	—	11	—
Shirajima	13	—	15	—	—	—	—	—	12	—
Yasutsuna	—	—	—	—	—	—	—	—	—	—
Kurikara	—	—	—	—	—	—	—	—	—	—
Violet Pin	—	—	—	—	—	—	—	—	8	—
Wildflower Pin	—	—	11	—	—	—	—	—	8/9	—
First Love	—	—	11	—	—	—	—	—	11	—
Fortune Pin	13	—	11	—	—	—	—	—	11	—
Lingering Affection	13	—	15	—	—	—	—	—	14	—
Demon Ward	—	—	—	—	—	—	—	—	15	—
Butterfly Token	—	—	—	—	—	—	—	—	—	—
Peace Pinion	—	—	—	—	—	—	—	—	—	—
Head Gear										
Leather Helm	2	O	O	O	—	O	—	—	O	—
Iron Helm	2	O	O	O	—	O	O	—	O	—
Bronze Helm	—	—	—	—	—	O	O	—	O	O
Armet Helm	—	—	—	—	—	—	—	—	O	O
Silver Helm	—	—	11	—	—	—	—	—	*3	—
Duel Helm	—	—	11	—	—	—	—	—	8/9	—
Gothic Helm	13	—	11	—	—	—	—	—	11	—
Mythril Helm	13	—	—	—	—	—	—	—	12	—
Sacred Helm	—	—	15	—	—	—	—	—	15	—
General Helm	—	—	—	—	—	—	—	—	—	—
Rare Helm	—	—	—	—	—	—	—	—	—	—
Glorious Helm	—	—	—	—	—	—	—	—	—	—
Lightning Helm	—	—	—	—	—	—	—	—	—	—
Knit Cap	2	O	O	O	—	O	—	—	O	—
Round Straw Hat	2	O	O	O	—	O	O	—	O	—
Fine Hat	—	—	—	—	—	O	O	—	O	O
Silver Hat	—	—	—	—	—	—	—	—	O	O
Hunting Beret	—	—	11	—	—	—	—	—	*3	—
Cowboy Hat	13	—	11	—	—	—	—	—	8/9	—
Exile Hat	13	—	—	—	—	—	—	—	12	—
Happy Hat	—	—	15	—	—	—	—	—	15	—
Red Beret	—	—	—	—	—	—	—	—	—	—
Wizard's Hat	—	—	—	—	—	—	—	—	—	—
Divine Miter	—	—	—	—	—	—	—	—	—	—
Tactician's Hat	—	—	—	—	—	—	—	—	—	—
Iron Circlet	—	—	4/5	O	—	O	—	—	O	—
Bronze Circlet	—	—	4/5	O	—	O	O	—	O	—
Headdress	—	—	—	—	—	O	O	—	O	O
Silver Circlet	—	—	—	—	—	—	—	—	O	O
Cat Hairband	—	—	11	—	—	—	—	—	*3	—
Turtle Crest	—	—	11	—	—	—	—	—	8/9	—
Mythril Circlet	13	—	11	—	—	—	—	—	11	—
Gold Circlet	13	—	—	—	—	—	—	—	12	—
Platinum Circlet	—	—	15	—	—	—	—	—	15	—
Rare Circlet	—	—	—	—	—	—	—	—	—	—
Sun Circlet	—	—	—	—	—	—	—	—	—	—
Unusual Crest	—	—	—	—	—	—	—	—	—	—
Shining Veil	—	—	—	—	—	—	—	—	—	—
Innocent Crest	—	—	—	—	—	—	—	—	—	—
Ribbon	—	—	4/5	O	—	O	—	—	O	—
Pretty Ribbon	—	—	4/5	O	—	O	O	—	O	—
Plaid Ribbon	—	—	—	—	—	O	O	—	O	O
Fancy Ribbon	—	—	—	—	—	—	—	—	O	O
Striped Ribbon	—	—	11	—	—	—	—	—	*3	—
Magical Ribbon	—	—	11	—	—	—	—	—	8/9	—
Gothic Ribbon	13	—	11	—	—	—	—	—	11	—
Versatile Ribbon	13	—	—	—	—	—	—	—	12	—
Weird Ribbon	—	—	15	—	—	—	—	—	15	—
Ancient Ribbon	—	—	—	—	—	—	—	—	—	—
Moon Ribbon	—	—	—	—	—	—	—	—	—	—
Princess Ribbon	—	—	—	—	—	—	—	—	—	—
Rose Ribbon	—	—	—	—	—	—	—	—	—	—
Armor										
Leather Guard	2	O	O	O	—	O	—	—	O	—
Lamellar Guard	2	O	O	O	—	O	O	—	O	—
Half Guard	—	—	—	—	—	O	O	—	O	O
Iron Guard	—	—	—	—	—	—	—	—	O	O
Chain Guard	—	—	—	—	—	—	—	—	*3	—
Battle Guard	—	—	11	—	—	—	—	—	8/9	—
Silver Guard	—	—	11	—	—	—	—	—	11	—
Gothic Guard	13	—	11	—	—	—	—	—	11	—
Mythril Guard	13	—	—	—	—	—	—	—	12	—
Platinum Guard	—	—	15	—	—	—	—	—	15	—
Rare Protector	—	—	—	—	—	—	—	—	—	—
Moon Guard	—	—	—	—	—	—	—	—	—	—
Lightning Guard	—	—	—	—	—	—	—	—	—	—
Innocent Guard	—	—	—	—	—	—	—	—	—	—
Trenchcoat	2	O	O	O	—	O	—	—	O	—
Leather Coat	2	O	O	O	—	O	O	—	O	—
Hard Coat	—	—	—	—	—	O	O	—	O	O
Long Coat	—	—	—	—	—	—	—	—	O	O
Silver Coat	—	—	11	—	—	—	—	—	*3	—
Gothic Cardigan	13	—	11	—	—	—	—	—	8/9	—
Mythril Coat	13	—	11	—	—	—	—	—	11	—
Holy Coat	—	—	15	—	—	—	—	—	15	—
Rare Coat	—	—	—	—	—	—	—	—	—	—
Coat of Secrets	—	—	—	—	—	—	—	—	—	—
Shining Coat	—	—	—	—	—	—	—	—	—	—
Tactician's Coat	—	—	—	—	—	—	—	—	—	—
Hard Mail	4/5	4/5	4/5	O	—	O	—	—	O	—
Lamellar Leather	4/5	4/5	4/5	O	—	O	O	—	O	—
Iron Mail	—	—	—	—	—	O	O	—	O	O
Chain Mail	—	—	—	—	—	—	—	—	O	O
Splint Mail	—	—	11	—	—	—	—	—	*3	—
Silver Mail	—	—	11	—	—	—	—	—	8/9	—
Gothic Plate	13	—	11	—	—	—	—	—	11	—
Mythril Plate	13	—	—	—	—	—	—	—	12	—
Dragon Mail	—	—	15	—	—	—	—	—	15	—
Rare Plate	—	—	—	—	—	—	—	—	—	—
Mumbane	—	—	—	—	—	—	—	—	—	—
Megingjors	—	—	—	—	—	—	—	—	—	—
Silk Cloak	5	—	5	O	—	O	O	—	O	—
Cocktail Dress	—	—	—	—	—	O	O	—	O	O
Silver Cloak	—	—	—	—	—	—	—	—	O	O
Middy Blouse	—	—	11	—	—	—	—	—	*3	—
Gothic Dress	—	—	11	—	—	—	—	—	8/9	—
Mythril Cloak	13	—	11	—	—	—	—	—	11	—
Platinum Cloak	13	—	—	—	—	—	—	—	12	—
Mystic Cloak	—	—	15	—	—	—	—	—	15	—
Rare Cloak	—	—	—	—	—	—	—	—	—	—
Rose Dress	—	—	—	—	—	—	—	—	—	—
Empress's Dress	—	—	—	—	—	—	—	—	—	—
Accessories										
Flame Ward	13	—	11	—	—	—	16	—	8/9	—
Tech Ward	13	—	11	—	—	—	16	—	8/9	—
Shock Ward	13	—	11	—	—	—	16	—	8/9	—
Stone Ward	13	—	11	—	—	—	16	—	8/9	—
Muddle Ward	13	—	11	—	—	—	16	—	8/9	—
Poison Ward	13	—	11	—	—	—	16	—	8/9	—
Blood Ward	13	—	11	—	—	—	16	—	8/9	—
Frailty Ward	13	—	11	—	—	—	16	—	8/9	—
Disease Ward	13	—	11	—	—	—	16	—	8/9	—
Stun Bracelet	2	O	O	O	—	—	O	—	O	O
Knight Crest	13	—	11	—	—	—	16	—	8/9	—
Warrior Emblem	13	—	11	—	—	—	16	—	8/9	—
Magic Emblem	13	—	11	—	—	—	16	—	8/9	—
Guardian Emblem	13	—	11	—	—	—	16	—	8/9	—
Resistance Emblem	13	—	11	—	—	—	16	—	8/9	—
Holy Symbol	13	—	11	—	—	—	O	—	O	O
Spirit Symbol	13	—	11	—	—	—	O	—	O	O
Might Ring	13	—	11	—	—	—	O	—	O	O
Stamina Ring	13	—	11	—	—	—	O	—	O	O
Quick Ring	13	—	11	—	—	—	O	—	O	O
Finesse Ring	13	—	11	—	—	—	O	—	O	O
Wisdom Ring	13	—	11	—	—	—	O	—	O	O
Mind Ring	13	—	11	—	—	—	O	—	O	O
Garnet	13	—	11	—	—	—	16	—	*3	—
Aquamarine	13	—	11	—	—	—	16	—	*3	—
Opal	13	—	11	—	—	—	16	—	*3	—
Ruby	13	—	11	—	—	—	16	—	*3	—
Diamond	13	—	11	—	—	—	16	—	*3	—
Amethyst	13	—	11	—	—	—	16	—	*3	—
Black Onyx	13	—	11	—	—	—	16	—	10	—
Moonstone	13	—	11	—	—	—	16	—	10	—
Reverse Doll	13	—	11	—	—	—	O	—	O	O
Cape	2	O	O	O	—	—	O	—	O	O
Leather Cape	13	—	O	O	—	O	O	—	O	O
Thief's Cape	13	—	15	—	—	—	16	—	12	—
Paladin's Cape	—	—	—	—	—	—	16	—	—	—
Boots	2	O	O	O	—	—	O	—	O	O
Leather Boots	13	—	O	O	—	O	O	—	O	O
Fine Boots	13	—	11	—	—	—	16	—	*3	—
Iron Leggings	13	—	11	—	—	—	16	—	10	—
Silver Leggings	13	—	15	—	—	—	16	—	12	—
Gold Leggings	—	—	—	—	—	—	16	—	—	—

Data

Custom Order

After completing Special Order tutorial in Debt Repayment Interval 5-6 (all are unlocked in Nia Khera)

Name	Location	Gald	Material	
Dishes				
French Toast (Large)	Hamil	1260	French Toast (Small) x1	French Toast (Medium) x1
			Egg x2	—
Chocolate Parfait (Large)	Hamil	1260	Chocolate Parfait (Small) x1	Chocolate Parfait (Medium) x1
			Anonymous Seed x2	—
Tofu Cracker (Large)	Hamil	840	Tofu Cracker (Small) x1	Tofu Cracker (Medium) x1
			Potato x2	—
Soba Omelette (Large)	Hamil	1050	Soba Omelette (Small) x1	Soba Omelette (Medium) x1
			Carrot x2	—
Veggie Sticks (Large)	Hamil	1050	Veggie Sticks (Small) x1	Veggie Sticks (Medium) x1
			Veggie Set x1	—
Fruit Salad (Large)	Hamil	1050	Fruit Salad (Small) x1	Fruit Salad (Medium) x1
			Nameless Seed x2	—
Sandwich (Large)	Initial	840	Sandwich (Small) x1	Sandwich (Medium) x1
			Salmon x2	—
Pudding Cake (Large)	Initial	840	Pudding Cake (Small) x1	Pudding Cake (Medium) x1
			Egg x2	—
Meat Sauce Pasta (Large)	Initial	525	Meat Sauce Pasta (Small) x1	Meat Sauce Pasta (Medium) x1
			Onion x2	—
Yakisoba Noodles (Large)	Initial	525	Yakisoba Noodles (Small) x1	Yakisoba Noodles (Medium) x1
			Veggie Set x1	—
Potato Salad (Large)	Initial	525	Potato Salad (Small) x1	Potato Salad (Medium) x1
			Potato x2	—
Mabo Curry (Large)	Initial	1050	Mabo Curry (Small) x1	Mabo Curry (Medium) x1
			Carrot x2	—
Tomato Omelette (Large)	Initial	1050	Tomato Omelette (Small) x1	Tomato Omelette (Medium) x1
			Egg x1	—
Minestrone (Large) *	Initial	2100	Minestrone (Small) x1	Minestrone (Medium) x1
			Veggie Set x1	—
Weapons				
Prometheus (Darkness)	Initial	1241	Silver Ore x4	Rotten Bone x10
			Broken Fang x4	Dark Bottle x2
Energy Wand	Hamil	1173	Silver Ore x1	Copper Ore x7
			Weird Fragment x1	Dark Bottle x5
Gorgon Gaze	Nia Khera	1275	Silver Ore x2	Poison Stinger x4
			Insect Husk x4	Dark Bottle x3

- *: 02 Event Quest must be completed

After completing Special Order tutorial in Debt Repayment Interval 5-6

Name	Location	Gald	Material	
Accessories				
Holy Symbol	Nia Khera	1575	Copper Ore x6	Poison Stinger x4
			Holy Bottle x3	Apple Gel x3
Spirit Symbol	Nia Khera	2100	Beautiful Feathers x5	Hard Scale x4
			Weird Fragment x1	Orange Gel x5
Reverse Doll	Initial	1050	Life Bottle x3	Wood Chunk x2
			Rotten Bone x2	Weird Fragment x1
Valuables				
Starfire	Initial	3500	Spark x1	Beautiful Feathers x2
			Weird Fragment x1	Holy Bottle x3
Starfire	Initial	3500	Shine x1	Copper Ore x2
			Broken Fang x1	Life Bottle x3

Chapter 7 Oscore (Fractured) (all are unlocked at Oscore (Fractured))

Name	Location	Gald	Material	
Weapons				
Zeus Crusher (Darkness)	Oscore (Fractured)	1377	Iron Sand x8	Copper Ore x4
			Weird Fragment x1	Dark Bottle x3
Mourning Edge	Oscore (Fractured)	1402	Silver Ore x6	Beautiful Feathers x4
			Spiderweb x3	Dark Bottle x2
Protective Gear				
White Ribbon	Oscore (Fractured)	252	Ribbon x1	Beautiful Feathers x4
			Copper Ore x2	Holy Bottle x4

Chapter 7 Milla's Shrine (fractured) to Nia Khera (Fractured) (all are unlocked in Nia Khera (Fractured))

Name	Location	Gald	Material	
Weapons				
Prometheus (Light)	Nia Khera (Fractured)	1606	Ol' Ironsteels x1	Silver Ore x3
			Pearl x2	Holy Bottle x2
Remus (Light)	Nia Khera (Fractured)	1623	Copper Ore x4	Silver Ore x4
			Holy Symbol x1	Mysterious Liquid x1
Blessed Blade	Nia Khera (Fractured)	1725	Copper Ore x2	Silver Ore x3
			Pearl x1	Hard Scale x2
Regal Blade	Nia Khera (Fractured)	1827	Copper Ore x8	Holy Symbol x1
			Hard Scale x3	Holy Bottle x3

Debt Repayment Interval 7-8 (All are unlocked at: Sharilton Central Plaza)

Name	Location	Gald	Material	
Weapons				
Zeus Crusher (Fire)	Sharilton Central Plaza	2754	Silver Ore x6	Gold Dust x4
			Hard Scale x4	Garnet x1
Remus (Fire)	Sharilton Central Plaza	2499	Iron Sand x10	Gold Dust x3
			Garnet x2	—
Detonator	Sharilton Central Plaza	2652	Iron Sand x6	Mushroom Powder x4
			Hard Scale x5	Giant Shell x4
Eternal Flame	Sharilton Central Plaza	2346	Iron Sand x5	Copper Ore x3
			Crown Feather x4	Garnet x1
Flint Pole	Sharilton Central Plaza	2601	Jingu Bang x1	Iron Sand x4
			Mushroom Powder x3	Giant Shell x1
Protective Gear				
Hard Hat	Sharilton Central Plaza	399	Leather Helm x1	Gold Dust x2
			Supple Ivy x1	Giant Shell x2
Chapka	Sharilton Central Plaza	381	Fur x2	Fine Down x5
			Supple Ivy x1	—
Mirage Crest	Sharilton Central Plaza	353	Silver Ore x4	Fossilized Shell x4
			Pure White Puffball x1	Aquamarine x1
Aqua Ribbon	Sharilton Central Plaza	339	Pretty Ribbon x1	Fine Down x3
			Fossilized Shell x4	Aquamarine x1
Breast Guard	Sharilton Central Plaza	1005	Lamellar Guard x1	Silver Ore x2
			Gold Dust x1	Fine Down x3
Elven Coat	Sharilton Central Plaza	935	Leather Coat x1	Supple Ivy x2
			Fur x2	Beautiful Feathers x6
Aqua Gown	Sharilton Central Plaza	935	Silver Coat x1	Fine Down x4
			Fossilized Shell x3	Aquamarine x1
Battle Suit	Sharilton Central Plaza	1065	Iron Mail x1	Hard Scale x3
			Giant Shell x3	Might Ring x1
Magical Tunic	Sharilton Central Plaza	905	Fur x2	Fine Down x3
			Crown Feather x2	Pure White Puffball x1
Accessories				
Garnet	Sharilton Central Plaza	2100	Iron Sand x6	Wildgrass Seeds x8
			Insect Husk x6	Weird Fragment x1
Aquamarine	Sharilton Central Plaza	2100	Land Crab x4	Fossilized Shell x8
			Spiderweb x6	Mysterious Liquid x1
Opal	Sharilton Central Plaza	2100	Copper Ore x2	Wild Bird Egg x6
			Insect Husk x4	Mysterious Liquid x1
Ruby	Sharilton Central Plaza	2100	Iron Sand x8	Wood Chunk x5
			Rotten Bone x8	Weird Fragment x1
Diamond	Sharilton Central Plaza	2100	Wood Chunk x5	Rotten Bone x5
			Weird Fragment x1	Mysterious Liquid x1
Amethyst	Sharilton Central Plaza	2100	Rotten Bone x4	Fossilized Shell x4
			Spiderweb x6	Weird Fragment x1
Exceed	Sharilton Central Plaza	3500	Gold Dust x7	Pearl x4
			Torbalan Jade x1	Sapstrath Amber x1
Sync Stone	Sharilton Central Plaza	5950	Supple Ivy x6	Hard Scale x7
			Temporal Shard x1	Breath of Wind x1
Wind Cape	Sharilton Central Plaza	2450	Cape x1	Beautiful Feathers x6
			Fine Down x3	Insect Wings x3
Earth Cape	Sharilton Central Plaza	2450	Leather Cape x1	Copper Ore x2
			Fur x2	Ruby x1
Valuables				
Rain of Fire	Sharilton Central Plaza	3500	Lightning Bolt x1	Wildgrass Seeds x3
			Insect Wings x2	Pure White Puffball x1

Debt Repayment Interval 8-9 (All are unlocked at: Kanbalar Main Road)

Name	Location	Gald	Material	
Weapons				
Mako	Xian Du Central Ward	4913	Lazy Iron x1	Geode x3
			Land Crab x6	Sharp Pincers x4
Water Harpoon	Xian Du Central Ward	4462	Epee x1	Geode x4
			Sharp Pincers x3	Aquamarine x1
Kagutsuchi	Xian Du Central Ward	2703	Silver Ore x5	Geode x2
			Garnet x1	—
Prometheus (Water)	Kanbalar Main Road	4326	Silver Ore x8	Geode x2
			Mysterious Bead x2	Aquamarine x2
Deluge Fist	Kanbalar Main Road	4284	Striker x1	Geode x2
			Everbloom x4	Mysterious Bead x2
Accessories				
Mystic Emblem	Kanbalar Main Road	3500	Supple Ivy x1	Mysterious Bead x2
			Prototype Booster x1	Princessia x1
Aqua Cape	Xian Du Central Ward	2450	Cape x1	Gold Dust x3
			Fur x3	Mushroom Powder x4
Flame Cape	Xian Du Central Ward	2450	Cape x1	Crown Feather x3
			Pure White Puffball x3	Hazardous Liquid x1
Valuables				
Gale	Xian Du Central Ward	3500	Breeze x1	Beautiful Feathers x3
			Crown Feather x1	Buzzard Talon x1
Glacier Plus	Kanbalar Main Road	3500	Stalactite x1	Sharp Pincers x2
			Everbloom x1	Pure White Puffball x1
Glacier Plus	Kanbalar Main Road	3500	Glacier x1	Rotten Bone x3
			Gold Dust x3	Geode x3

Debt Repayment Interval 9-10 (All are unlocked at: Drellin Central Plaza)

Name	Location	Gald	Material	
Dishes				
Fruit Yakisoba (Large)	Leronde Seahaven	2100	Fruit Yakisoba (Small) x1	Fruit Yakisoba (Medium) x1
			Anonymous Seed x2	—
Fruit 'n' Cheese (Large)	Drellin Central Plaza	1260	Fruit 'n' Cheese (Small) x1	Fruit 'n' Cheese (Medium) x1
			Nameless Seed x2	—
Weapons				
Sylph Wings	Leronde Seahaven	6120	Meadow Crystal x4	Beautiful Feathers x8
			Migrant Plume x4	Opal x2
Wind Striker	Leronde Seahaven	6502	Supple Ivy x3	Fine Wood x2
			Pointy Talons x4	Opal x2
Zeus Crusher (Air)	Drellin Central Plaza	6885	Silver Ore x3	Fine Wood x2
			Buzzard Talon x4	Opal x1
Harpy Edge	Drellin Central Plaza	6630	Rapier x1	Meadow Crystal x3
			Buzzard Talon x5	Migrant Plume x3
Air Rod	Drellin Central Plaza	5865	Meadow Crystal x2	Fine Wood x3
			Migrant Plume x2	Opal x1
Protective Gear				
Green Beret	Leronde Seahaven	955	Fine Down x4	Herb x6
			Migrant Plume x1	Opal x1
Rune Circlet	Leronde Seahaven	882	Iron Circlet x1	Silver Ore x2
			Meadow Crystal x1	Mysterious Bead x1
Mighty Guard	Leronde Seahaven	2510	Half Guard x1	Copper Ore x6
			Giant Shell x3	Meadow Crystal x2
Fire Helm	Drellin Central Plaza	1001	Bronze Helm x1	Geode x3
			Garnet x2	Monster Fluid x2
Elemental Ribbon	Drellin Central Plaza	847	Ribbon x1	Wildgrass Seeds x8
			Mysterious Bead x1	Monster Fluid x1
Knight Armor	Drellin Central Plaza	2655	Silver Mail x1	Meadow Crystal x2
			Fur x2	Knight Crest x1
Rune Coat	Drellin Central Plaza	2340	Silver Coat x1	Cape x1
			Monster Fluid x2	Resistance Emblem x1
Rune Cloak	Drellin Central Plaza	2265	Silver Cloak x1	Fine Down x4
			Monster Fluid x2	Mind Ring x2
Accessories				
Stun Talisman	Leronde Seahaven	3500	Gold Dust x3	Egg x4
			Fine Down x5	Fire Spirit's Rage x1
Heal Bangle	Leronde Seahaven	5950	Silver Ore x5	Garnet x1
			Breath of Wind x1	Fire Spirit's Rage x1
Spirit Bangle	Leronde Seahaven	5950	Gold Dust x5	Aquamarine x1
			Water Spirit's Tears x1	Empty Spirit Fossil x1
Flame Ward	Drellin Central Plaza	1750	Copper Ore x4	Gold Dust x2
			Syrup Bottle x5	Snowcrystal x1
Tech Ward	Drellin Central Plaza	1750	Copper Ore x4	Gold Dust x2
			Syrup Bottle x5	Fire Spirit's Rage x1
Shock Ward	Drellin Central Plaza	1750	Copper Ore x4	Gold Dust x2
			Syrup Bottle x5	Iron Dust x1
Stone Ward	Drellin Central Plaza	1750	Copper Ore x4	Gold Dust x2
			Syrup Bottle x5	Sharilton Butterfly x1
Muddle Ward	Drellin Central Plaza	1750	Copper Ore x4	Gold Dust x2
			Syrup Bottle x5	Lightbloom Spores x1
Poison Ward	Drellin Central Plaza	1750	Copper Ore x4	Gold Dust x2
			Syrup Bottle x5	Nightshine Plume x1
Blood Ward	Drellin Central Plaza	1750	Copper Ore x4	Gold Dust x2
			Syrup Bottle x5	Wyvern's Claw x1
Frailty Ward	Drellin Central Plaza	1750	Copper Ore x4	Gold Dust x2
			Syrup Bottle x5	Brutaur's Footprints x1
Disease Ward	Drellin Central Plaza	1750	Copper Ore x4	Gold Dust x2
			Syrup Bottle x5	Ancient Fish Scales x1
Revival Ring	Drellin Central Plaza	5950	Silver Ore x4	Life Bottle x5
			Mysterious Bead x3	Husk of Legend x1
Accessories				
Emerald Ring	Drellin Central Plaza	5950	Copper Ore x8	Gold Dust x6
			Pink Emerald x1	Torbalan Jade x1
Monocle	Drellin Central Plaza	5950	Meadow Crystal x1	Rare Metal x1
			Monster Fluid x2	Light-Leaf Clover x1
Valuables				
Undertow Plus	Leronde Seahaven	3500	River x1	Insect Husk x2
			Geode x2	Dark Bottle x3
Undertow Plus	Leronde Seahaven	3500	Undertow x1	Hard Scale x2
			Sharp Pincers x1	Mysterious Liquid x1
Tornado Plus	Drellin Central Plaza	3500	Shade x1	Beautiful Feathers x3
			Buzzard Talon x2	Migrant Plume x1
Tornado Plus	Drellin Central Plaza	3500	Tornado x1	Poison Stinger x3
			Bee's Nest x2	Hazardous Liquid x1

Debt Repayment Interval 10-11 (All are unlocked at: Fennmont Fennmont - Samsara Trading Post 1F)

Name	Location	Gald	Material	
Weapons				
Prometheus (Wind)	Fennmont Fennmont - Samsara Trading Post 1F	8041	Runebrands x1	Rare Metal x4
			Buzzard Talon x6	Migrant Plume x4
Remus (Earth)	Fennmont Fennmont - Samsara Trading Post 1F	8126	Iron Sand x8	Copper Ore x6
			Rare Metal x2	Ruby x2
Tourbillon	Fennmont Fennmont - Samsara Trading Post 1F	8287	Estoc x1	Rare Metal x2
			Migrant Plume x6	Opal x2
Haniyasu	Fennmont Fennmont - Samsara Trading Post 1F	8789	Geode x4	Rare Metal x4
			Giant Fish Fin x4	Ruby x2
Featherflow Pin	Fennmont Fennmont - Samsara Trading Post 1F	7794	Supple Ivy x2	Fine Wood x3
			Migrant Plume x5	Opal x1
Accessories				
Strength Ring	Fennmont Fennmont - Samsara Trading Post 1F	5250	Might Ring x1	Rare Metal x2
			Big Horn x1	Aladhian Beetle x1
Vitality Ring	Fennmont Fennmont - Samsara Trading Post 1F	5250	Stamina Ring x1	Rare Metal x2
			Beetle Leg x1	Voltean Grasshopper x1
Agility Ring	Fennmont Fennmont - Samsara Trading Post 1F	5250	Quick Ring x1	Rare Metal x2
			Migrant Plume x1	Nightshine Plume x1
Dexterity Ring	Fennmont Fennmont - Samsara Trading Post 1F	5250	Finesse Ring x1	Rare Metal x2
			Buzzard Talon x1	Lesser Spirit Doll x1
Intelligence Ring	Fennmont Fennmont - Samsara Trading Post 1F	5250	Wisdom Ring x1	Rare Metal x2
			Mysterious Bead x1	Sharilton Butterfly x1
Psychic Ring	Fennmont Fennmont - Samsara Trading Post 1F	5250	Mind Ring x1	Rare Metal x2
			Fine Wood x1	Husk of Legend x1
Black Onyx	Fennmont Fennmont - Samsara Trading Post 1F	4550	Iron Sand x5	Black Egg x3
			Wild Gold Dust x1	Obsidian x1
Moonstone	Fennmont Fennmont - Samsara Trading Post 1F	4550	Silver Ore x2	Mysterious Bead x2
			Temporal Shard x1	Holy Ash x1
Light Cape	Fennmont Fennmont - Samsara Trading Post 1F	2450	Cape x1	Beautiful Feathers x4
			Meadow Crystal x2	Diamond x1
Dark Cape	Fennmont Fennmont - Samsara Trading Post 1F	2450	Cape x1	Fine Down x3
			Black Egg x2	Amethyst x1
Valuables				
Mega Fertile Soil	Fennmont Fennmont - Samsara Trading Post 1F	3500	Sunbeam x1	Iron Sand x3
			Giant Shell x2	Rare Metal x1
Mega Fertile Soil	Fennmont Fennmont - Samsara Trading Post 1F	3500	Fertile Soil x1	Meadow Crystal x2
			Everbloom x2	—
Mega Fertile Soil	Fennmont Fennmont - Samsara Trading Post 1F	3500	Burning Meteor x1	Pearl x1
			Diamond x1	—
Burning Meteor	Fennmont Fennmont - Samsara Trading Post 1F	3500	Mega Fertile Soil x1	Black Egg x1
			Garnet x1	—
Burning Meteor	Fennmont Fennmont - Samsara Trading Post 1F	3500	Fertile Soil x1	Rare Metal x2
			Garnet x2	—

Chapter 11 Spirius Corp. (4) (All are unlocked at: Marksburg Elym Harbor)

Name	Location	Gald	Material	
Weapons				
Zeus Crusher (Earth)	Marksburg Elym Harbor	9095	Geode x5	Hard Scale x4
			Big Horn x1	Ruby x2
Geo Fist	Marksburg Elym Harbor	8075	Copper Ore x6	Rare Metal x2
			Monster Fluid x2	Ruby x2
Solid Breaker	Marksburg Elym Harbor	9256	Geode x3	Rare Metal x3
			Big Horn x3	Ruby x1
Protective Gear				
Earth Cap	Marksburg Elym Harbor	1242	Fine Hat x2	Copper Ore x2
			Meadow Crystal x2	Mysterious Bead x1
Nightmare Helm	Marksburg Elym Harbor	1302	Bronze Helm x1	Black Egg x3
			Beetle Leg x4	Amethyst x1
Wind Crest	Marksburg Elym Harbor	1148	Rare Metal x1	Supple Ivy x1
			Migrant Plume x2	Opal x2
Green Ribbon	Marksburg Elym Harbor	1099	Ribbon x1	Meadow Crystal x1
			Herb x4	Opal x1
Rune Mail	Marksburg Elym Harbor	3455	Iron Mail x1	Gold Dust x3
			Rare Metal x2	Mysterious Liquid x4
Feather Coat	Marksburg Elym Harbor	3040	Long Coat x1	Crown Feather x5
			Migrant Plume x3	Opal x2
Feather Cloak	Marksburg Elym Harbor	2945	Silk Cloak x1	Beautiful Feathers x8
			Migrant Plume x3	Opal x2

Debt Repayment Interval 11-12 (All are unlocked at: Marksburg Elym Harbor)

Name	Location	Gald	Material	
Weapons				
Prometheus (Fire)	Marksburg Elym Harbor	8661	Weighted Warblades x1	Hazardous Liquid x2
			Garnet x2	Claricite x4
Remus (Wind)	Marksburg Elym Harbor	8746	Silver Ore x8	Mysterious Bead x2
			Opal x2	Beautiful Insect Wings x4
Blazing Fury	Marksburg Elym Harbor	8568	Geode x4	Buzzard Talon x4
			Garnet x2	Claricite x4
File Blade	Marksburg Elym Harbor	9282	Rotten Bone x7	Big Horn x3
			Ruby x1	Copper Chunk x4
Stormbringer	Marksburg Elym Harbor	9817	Bastard Sword x1	Buzzard Talon x4
			Opal x2	Feather x8
Ruby Wand	Marksburg Elym Harbor	8211	Wand x1	Crown Feather x2
			Ruby x1	Copper Chunk x4
Alloy Blade	Marksburg Elym Harbor	8925	Iron Sand x4	Geode x2
			Hazardous Liquid x2	Yellow Orb x2
Lead Shaft	Marksburg Elym Harbor	9103	Bison Bat x1	Geode x2
			Ruby x2	Lumicite x3
Shinatsuhiko	Marksburg Elym Harbor	9460	Shiranami x1	Rare Metal x3
			Migrant Plume x2	Beautiful Insect Wings x3
Embertree Pin	Marksburg Elym Harbor	8389	Wildflower Pin x1	Venomous Stinger x2
			Garnet x1	Fireproof Cloth x2
Protective Gear				
Noble Hat	Marksburg Elym Harbor	1337	Silver Hat x1	Fine Down x4
			Guardian Emblem x1	Fireproof Cloth x1
Full Plate	Marksburg Elym Harbor	3720	Battle Suit x1	Rare Metal x2
			Giant Shell x4	Tanned Leather x2
Elder Cloak	Marksburg Elym Harbor	3175	Rune Cloak x1	Gold Dust x2
			Fur x3	Fireproof Cloth x1
Mega Starfire	Marksburg Elym Harbor	3500	Supernova x1	Broken Fang x3
			Big Horn x2	Syrup Bottle x3
Mega Starfire	Marksburg Elym Harbor	3500	Starfire x1	Meadow Crystal x1
			Rare Metal x1	Mysterious Bead x1
Mega Undertow	Marksburg Elym Harbor	3500	Underflow Plus x1	Black Egg x1
			—	—
Mega Undertow	Marksburg Elym Harbor	3500	Undertow x1	Pearl x1
			Black Egg x1	Monster Fluid x1

Debt Repayment Interval 12-13 (All are unlocked at: Drellin Central Plaza)

Name	Location	Gald	Material	
Weapons				
Zeus Crusher (Water)	Drellin Central Plaza	10327	Silver Maul x1	Giant Fish Fin x4
			Aquamarine x2	Crystal Seashell x2
Remus (Water)	Drellin Central Plaza	9375	Meadow Crystal x4	Giant Fish Fin x2
			Aquamarine x2	Whirling Seashell x2
Valkyrie Wings	Drellin Central Plaza	9180	Meadow Crystal x4	Migrant Plume x4
			Pearl x2	Yellow Orb x2
Vorpal Knife	Drellin Central Plaza	9945	Dual Edge x1	Giant Fish Fin x2
			Pure White Puffball x3	Indigo Orb x2
Brandung	Drellin Central Plaza	8797	Precious Wand x1	Giant Fish Fin x3
			Pearl x2	Whirling Seashell x3
Noble Horn	Drellin Central Plaza	9562	Rare Metal x2	Big Horn x1
			Diamond x2	Glowfruit x2
Fountain Rod	Drellin Central Plaza	9758	Rune Staff x1	Giant Fish Fin x2
			Aquamarine x2	Crystal Seashell x2
Teardrop Pin	Drellin Central Plaza	8993	First Love x1	Pearl x2
			Aquamarine x2	Indigo Orb x2
Protective Gear				
Tiger Cap	Drellin Central Plaza	1435	Hunting Beret x1	Broken Fang x4
			Chimera's Mane x2	Finest Fur x2
Demon Helm	Drellin Central Plaza	1501	Nightmare Helm x1	Big Horn x2
			Black Egg x3	Lumicite x1
Holy Circlet	Drellin Central Plaza	1323	Silver Ore x6	Gold Dust x3
			Holy Symbol x1	Glowfruit x1
Phoenix Ribbon	Drellin Central Plaza	1267	Fine Down x3	Black Egg x1
			Garnet x2	Fireproof Cloth x1
Phoenix Guard	Drellin Central Plaza	3765	Battle Guard x1	Garnet x2
			Feather x6	Fire Spirit's Rage x1
Absolute	Drellin Central Plaza	3985	Chain Mail x1	Rare Metal x4
			Hard Scale x6	Tanned Leather x2
Bloody Coat	Drellin Central Plaza	3510	Feather Coat x1	Mushroom Powder x4
			Hazardous Liquid x3	Nameless Seed x3
Witch Dress	Drellin Central Plaza	3400	Cocktail Dress x1	Mushroom Powder x4
			Spirit Bangle x1	Finest Fur x2
Accessories				
Mystic Symbol	Drellin Central Plaza	7000	Mystic Emblem x1	Rare Metal x2
			Puricite x3	Breath of Wind x2
Warrior Symbol	Drellin Central Plaza	3500	Warrior Emblem x1	Copper Chunk x1
			Chipped Claw x2	Aladhian Beetle x2
Magic Symbol	Drellin Central Plaza	3500	Magic Emblem x1	Mysterious Bead x2
			Lumicite x2	Prototype Booster x1
Guardian Symbol	Drellin Central Plaza	3500	Guardian Emblem x1	Gold Dust x5
			Indigo Orb x1	Wild Gold Dust x1
Resistance Symbol	Drellin Central Plaza	3500	Resistance Emblem x1	Giant Fish Fin x3
			Copper Chunk x3	Gaila Leaf x3
Faerie Ring	Drellin Central Plaza	7000	Emerald Ring x1	Puricite x2
			Holy Ash x2	Temporal Shard x1
Elemental Cape	Drellin Central Plaza	5950	Mysterious Bead x3	Tanned Leather x3
			Finest Fur x2	Stained Glass Fragments x3
Valuables				
Mountain	Drellin Central Plaza	3500	Peak x1	Geode x3
			Meadow Crystal x2	Rare Metal x1
Ocean	Drellin Central Plaza	3500	Waterfall x1	Fossilized Shell x3
			Pearl x2	Giant Fish Fin x1
Inferno	Drellin Central Plaza	3500	Bonfire x1	Mushroom Powder x3
			Pointy Talons x2	Big Horn x1
Hurricane	Drellin Central Plaza	3500	Gale x1	Buzzard Talon x3
			Migrant Plume x2	Black Egg x1
Supernova	Drellin Central Plaza	3500	Aurora x1	Weird Fragment x3
			Pure White Puffball x2	Mysterious Bead x1
Black Hole	Drellin Central Plaza	3500	Cavern x1	Poison Stinger x3
			Beetle Leg x2	Venomous Stinger x1

Debt Repayment Interval 13-14 (All are unlocked at: Trigleph Commercial District)

Name	Location	Gald	Material	
Weapons				
Prometheus (Earth)	Trigleph Commercial District	9894	Weighted Warblades x1	Ruby x4
			Copper Chunk x4	Yellow Orb x2
Mizunohame	Trigleph Commercial District	10812	Dotanuki x1	Giant Fish Fin x2
			Crystal Seashell x2	Lumicite x1
Heirloom Pin	Trigleph Commercial District	9588	Fine Wood x2	Animal Glue x3
			Crude Stinger x2	Claricite x2

Debt Repayment Interval 14-15 (All are unlocked at: Trigleph Commercial District)

Name	Location	Gald	Material	
Weapons				
Zeus Crusher (Light)	Trigleph Commercial District	11364	Meadow Crystal x5	Buzzard Talon x4
			Diamond x3	Glowfruit x3
Remus (Darkness)	Trigleph Commercial District	10625	Wolf Storms x1	Amethyst x2
			Sharp Fang x4	Insect Horn x2
Demon's Bane	Trigleph Commercial District	10404	Insect Maw x1	Chimera's Mane x2
			Amethyst x2	Claricite x2
Cursebreaker	Trigleph Commercial District	11271	Big Horn x3	Monster Fluid x2
			Shattered Bone x4	Chipped Claw x4
Savage Flare	Trigleph Commercial District	11925	Rare Metal x3	Garnet x3
			Copper Chunk x4	Yellow Orb x2
Star Rod	Trigleph Commercial District	9970	Court Staff x1	Giant Fish Fin x3
			Lumicite x2	Puricite x1
Vortex	Trigleph Commercial District	10837	Big Horn x1	Garnet x2
			Insect Horn x1	Fireproof Cloth x2
Monk's Paintbrush	Trigleph Commercial District	11058	Fine Wood x3	Migrant Plume x4
			Amethyst x2	Scorpion Tail x2
Tsukuyomi	Trigleph Commercial District	11492	Geode x6	Amethyst x2
			Sharp Fang x3	Claricite x2
Ebonwing Pin	Trigleph Commercial District	10191	Poison Stinger x8	Amethyst x1
			Beautiful Insect Wings x4	Scorpion Tail x2
Valuables				
Ultimate Undertow	Trigleph Commercial District	3500	Mega Underflow x1	Beetle Leg x3
			Venomous Stinger x1	Amethyst x1
Mudslide	Trigleph Commercial District	3500	Soot x1	Glacier Plus x1
			Dingy Puffball x1	Indigo Orb x1

Debt Repayment Interval 15-16 (All are unlocked at: Xian Du Coliseum - Hall of Heroes)

Name	Location	Gald	Material	
Consumables				
Treat	Xian Du Coliseum - Hall of Heroes	1750	Mysterious Liquid x2	Anonymous Seed x3
			Secret Seed x2	Egg x3
Specific	Xian Du Coliseum - Hall of Heroes	1750	Mysterious Liquid x2	Nameless Seed x3
			Secret Seed x2	Egg x3
Elixir	Xian Du Coliseum - Hall of Heroes	7000	Treat x1	Specific x1
			Heart Herb x2	Glowfruit x2
Weapons				
Light Fang	Xian Du Coliseum - Hall of Heroes	32725	Jingu Bang x1	Bizarre Clump x2
			Holy Symbol x2	Glowfruit x4
Amaterasu	Xian Du Coliseum - Hall of Heroes	33787	Gold Dust x5	Diamond x3
			Puricite x1	Nightshine Plume x1
Angelic Pin	Xian Du Coliseum - Hall of Heroes	30175	Wildflower Pin x1	Pearl x3
			Lumicite x5	Nightshine Plume x1
Protective Gear				
Doctor Cap	Xian Du Coliseum - Hall of Heroes	4777	Silver Hat x1	Intelligence Ring x1
			Rainbow Lens x2	Lightbloom Spores x1
Hero's Hat	Xian Du Coliseum - Hall of Heroes	4777	Exile Hat x1	Crown Feather x4
			Finest Fur x2	Nightshine Plume x1
Dragon Helm	Xian Du Coliseum - Hall of Heroes	5005	Duel Helm x1	Hard Scale x5
			Claricite x3	Wyvern's Claw x2
Angel Circlet	Xian Du Coliseum - Hall of Heroes	4410	Wind Crest x1	Beautiful Feathers x10
			Puricite x2	Holy Ash x1
Heavenly Ribbon	Xian Du Coliseum - Hall of Heroes	4228	Striped Ribbon x2	Spiderweb x8
			Secret Seed x2	Sharilton Butterfly x1
Diamond Guard	Xian Du Coliseum - Hall of Heroes	12555	Rare Metal x4	Diamond x3
			Lumicite x3	Stained Glass Fragments x1
Ocean Blue	Xian Du Coliseum - Hall of Heroes	13285	Mythril Plate x1	Giant Fish Fin x2
			Crystal Seashell x4	Ancient Fish Scales x2
Deep Crimson	Xian Du Coliseum - Hall of Heroes	13285	Giant Shell x8	Tanned Leather x3
			Fireproof Cloth x2	Fire Spirit's Rage x1
Queen Coat	Xian Du Coliseum - Hall of Heroes	11700	Pearl x3	Finest Fur x4
			Beautiful Insect Wings x4	Lightbloom Spores x1
Hero's Coat	Xian Du Coliseum - Hall of Heroes	11700	Fine Down x10	Migrant Plume x4
			Stun Talisman x1	Prayer Pennants x1
Elemental Cloak	Xian Du Coliseum - Hall of Heroes	11335	Dingy Puffball x2	Fine Down x6
			Tanned Leather x2	Prayer Pennants x1
Valuables				
Fissure	Xian Du Coliseum - Hall of Heroes	3500	Pebble x1	Droplet x1
			Flame x1	Gust x1
Flowing Rainclouds	Xian Du Coliseum - Hall of Heroes	3500	Blinding Lightning x1	Whirling Seashell x1
			Crystal Seashell x3	Aquamarine x1
Flowing Rainclouds	Xian Du Coliseum - Hall of Heroes	3500	Burning Windmill x1	Giant Fish Fin x2
			Whirling Seashell x3	Crystal Seashell x1

After beating the game (All are unlocked at: Leronde Main Street)

Name	Location	Gald	Material	
Consumables				
Miracle Gel	Orda Palace	1050	Melange Gel x4	Ice Pop x1
			Gelatin x1	—
Heavy Treat	Orda Palace	3500	Treat x1	Aphid King x2
			Napple x2	—
Specific Plus	Orda Palace	3500	Specific x1	Scorpion Tail x2
			Porange x1	—
Omega Elixir	Orda Palace	10500	Miracle Gel x2	Heavy Treat x1
			Specific Plus x1	Seabird Egg x1
All-Divide	Orda Palace	7000	Bizarre Clump x3	Stun Bracelet x1
			Vitality Ring x1	Psychic Ring x1
Hourglass	Orda Palace	10500	Mystic Symbol x1	Crude Stinger x2
			Model Windmill x1	Working Gear x1
Gold Dice	Orda Palace	5000	Silver Dice x1	Gold Dust x10
			Beast Dung x22	Win Stick x5
Silver Dice	Orda Palace	5000	Silver Ore x10	Claricite x3
			Beast Dung x11	Lose Stick x33
Dishes				
Croquette Bun (Large)	Leronde Main Street	2520	Croquette Bun (Small) x1	Croquette Bun (Medium) x1
			Potato x1	—
Peach Pie (Large)	Leronde Main Street	2520	Peach Pie (Small) x1	Peach Pie (Medium) x1
			Nameless Seed x1	—
Croquette Parfait (Large)	Leronde Main Street	2520	Croquette Parfait (Small) x1	Croquette Parfait (Medium) x1
			Egg x1	—
Takoyaki Ramen (Large)	Leronde Main Street	2100	Takoyaki Ramen (Small) x1	Takoyaki Ramen (Medium) x1
			Seafood Set x1	—
Seaweed Salad (Large)	Leronde Main Street	2100	Seaweed Salad (Small) x1	Seaweed Salad (Medium) x1
			Sea Bream x1	—
Soda Rice (Large)	Leronde Main Street	1050	Soda Rice (Small) x1	Soda Rice (Medium) x1
			Ice Pop x1	—
Beef Bowl (Large)	Leronde Main Street	2100	Beef Bowl (Small) x1	Beef Bowl (Medium) x1
			Onion x1	—
Spicy Chicken Roll (Large)	Leronde Main Street	4200	Spicy Chicken Roll (Small) x1	Spicy Chicken Roll (Medium) x1
			Veggie Set x1	—
Tofu Miso Soup (Large)	Leronde Main Street	2100	Tofu Miso Soup (Small) x1	Tofu Miso Soup (Medium) x1
			Onion x1	—
Seafood Stew (Large)	Leronde Main Street	4200	Seafood Stew (Small) x1	Seafood Stew (Medium) x1
			Seafood Set x1	—
Orange Soup (Large)	Leronde Main Street	1050	Orange Soup (Small) x1	Orange Soup (Medium) x1
			Anonymous Seed x1	—
Pot au Feu (Large)	Leronde Main Street	2100	Pot au Feu (Small) x1	Pot au Feu (Medium) x1
			Tuna x1	—
Creamy Beef Bowl (Large)	Leronde Main Street	4200	Creamy Beef Bowl (Small) x1	Creamy Beef Bowl (Medium) x1
			Carrot x1	—
Tomato a la Mode (Large)	Leronde Main Street	4200	Tomato a la Mode (Small) x1	Tomato a la Mode (Medium) x1
			Veggie Set x1	—
Protective Gear				
Viking Hat	Fennmont Samsara Trading Post 2F	14000	Black Pearl x5	Hair of the Sacred Beast x3
			Tech Charm x1	Aqua Cape x1
Fighting Cap	Fennmont Samsara Trading Post 2F	14000	Griffon Claw x5	Sapphire Shell x3
			Flame Charm x1	Flame Cape x1
Star Helm	Fennmont Samsara Trading Post 2F	14000	Magical Ore x5	Godwood x3
			Resistance Symbol x1	Mystic Symbol x1
Golden Helm	Fennmont Samsara Trading Post 2F	14000	Enchanted Thorns x5	Navi Metal x3
			Guardian Symbol x1	Agility Ring x1
Queen Circlet	Fennmont Samsara Trading Post 2F	14000	Creepy Antenna x5	Ancient Coral x3
			Stone Charm x1	Psychic Ring x1
Moon Circlet	Fennmont Samsara Trading Post 2F	14000	Eye of the Demon Beast x5	Sapphire Shell x3
			Poison Charm x1	Magic Symbol x1
Maxwell Ribbon	Fennmont Samsara Trading Post 2F	14000	Eye of the Demon Beast x5	Demon Bug Eye x3
			Revival Ring x1	Elemental Cape x1
Black Ribbon	Fennmont Samsara Trading Post 2F	14000	Black Pearl x5	Hair of the Sacred Beast x3
			Muddle Charm x1	Dark Cape x1
Glorious Guard	Fennmont Samsara Trading Post 2F	40000	Eye of the Demon Beast x8	Navi Metal x5
			Warrior Symbol x2	Strength Ring x2
Princess Guard	Fennmont Samsara Trading Post 2F	40000	Magical Ore x8	Ancient Coral x5
			Disease Charm x2	Intelligence Ring x2
Reflex	Fennmont Samsara Trading Post 2F	40000	Black Pearl x8	Sapphire Shell x5
			Frailty Charm x2	Rare Boots x2
Gold Armor	Fennmont Samsara Trading Post 2F	40000	Griffon Claw x8	Navi Metal x5
			Shock Charm x2	Gold Leggings x2
Ancient Coat	Fennmont Samsara Trading Post 2F	40000	Creepy Antenna x8	Hair of the Sacred Beast x5
			Resistance Symbol x2	Faerie Ring x2
Vermillion	Fennmont Samsara Trading Post 2F	40000	Magical Ore x8	Demon Bug Eye x5
			Blood Charm x2	Miracle Bangle x2
Warlock Cloak	Fennmont Samsara Trading Post 2F	40000	Enchanted Thorns x8	Godwood x5
			Elemental Cape x2	Dexterity Ring x2
Moon Cloak	Fennmont Samsara Trading Post 2F	40000	Eye of the Demon Beast x8	Hair of the Sacred Beast x5
			Magic Symbol x2	Psychic Ring x2
Accessories				
Flame Charm	Nia Khera (Residence)	17500	Flame Ward x1	Eye of the Demon Beast x5
			Whirling Seashell x10	Icefish x1
Tech Charm	Nia Khera (Residence)	17500	Tech Ward x1	Black Pearl x5
			Fireproof Cloth x10	Water Lily x1
Shock Charm	Nia Khera (Residence)	17500	Shock Ward x1	Griffon Claw x5
			Copper Chunk x10	Iron Dust x1
Stone Charm	Nia Khera (Residence)	17500	Stone Ward x1	Magical Ore x5
			Beautiful Insect Wings x10	Sharilton Butterfly x1
Muddle Charm	Nia Khera (Residence)	17500	Muddle Ward x1	Creepy Antenna x5
			Scorpion Tail x10	Obsidian x1
Poison Charm	Nia Khera (Residence)	17500	Poison Ward x1	Enchanted Thorns x5
			Glowfruit x10	Light-Leaf Clover x1
Blood Charm	Nia Khera (Residence)	17500	Blood Ward x1	Griffon Claw x5
			Tanned Leather x10	Empty Spirit Fossil x1
Frailty Charm	Nia Khera (Residence)	17500	Frailty Ward x1	Magical Ore x5
			Insect Horn x10	Brutaur's Footprints x1
Disease Charm	Nia Khera (Residence)	17500	Disease Ward x1	Enchanted Thorns x5
			Crude Stinger x10	Talysian Cactus x1
Miracle Bangle	Nia Khera (Residence)	12250	Heal Bangle x1	Spirit Bangle x1
			Claricite x5	Snowcrystal x1
Dark Seal	Nia Khera (Residence)	10500	Eye of the Demon Beast x5	Demon Bug Eye x5
			Lumicite x5	Prototype Booster x1
Demon Seal	Nia Khera (Residence)	21000	Dark Seal x1	Obsidian x2
			Wyvern's Claw x2	Gilded Frog x2
Risk Ring	Nia Khera (Residence)	11900	Faerie Ring x1	Sharp Fang x5
			Talysian Cactus x2	Gaila Leaf x2
Elemental	Nia Khera (Residence)	24500	Alexandrite x1	Exceed x1
			Rainbow Lens x3	Stained Glass Fragments x2
Alexandrite	Nia Khera (Residence)	10500	Black Onyx x1	Moonstone x1
			Puricite x5	Pink Emerald x1
Accel	Nia Khera (Residence)	19950	Exceed x1	Alexandrite x1
			Bizarre Clump x3	Gilded Frog x1
Affinity Stone	Nia Khera (Residence)	3500	Sync Stone x1	Navi Metal x5
			Exceed x1	Secret Seed x10
Sephira	Nia Khera (Residence)	10500	Magical Ore x5	Godwood x5
			Aphid King x5	Holy Ash x1
Blue Sephira	Nia Khera (Residence)	24500	Sephira x1	Indigo Orb x5
			Snowcrystal x1	Golden Frog Egg x2
Hunter's Monocle	Nia Khera (Residence)	12250	Monocle x1	Finest Fur x5
			Brutaur's Footprints x2	Icefish x2
Paladin's Cape	Nia Khera (Residence)	7000	Stun Talisman x1	Guardian Symbol x1
			Finest Fur x3	Fireproof Cloth x3
Red Cape	Nia Khera (Residence)	10500	Flame Cape x1	Earth Cape x1
			Light Cape x1	Hair of the Sacred Beast x3
Blue Cape	Nia Khera (Residence)	10500	Aqua Cape x1	Wind Cape x1
			Dark Cape x1	Hair of the Sacred Beast x3
Gold Leggings	Nia Khera (Residence)	5250	Gold Dust x5	Navi Metal x3
			Glowfruit x2	Wild Gold Dust x2
Rare Boots	Nia Khera (Residence)	7000	Magical Ore x5	Navi Metal x4
			Lumicite x3	Torbalan Jade x1
Persian Boots	Nia Khera (Residence)	10500	Hair of the Sacred Beast x3	Royal Feast x2
			Agility Ring x1	Bunny Doll x2
Valuables				
Heavenly Rain	Fennmont Samsara Trading Post 2F	3500	Flowing Raincloulds x1	Black Pearl x3
			Griffon Claw x6	Muddle Charm x1
Heavenly Rain	Fennmont Samsara Trading Post 2F	3500	Burning Gravity x1	All-Divide x1
			Rainbow Lens x2	—
Burning Gravity	Fennmont Samsara Trading Post 2F	3500	Heavenly Rain x1	All-Divide x1
			Rainbow Lens x2	—
Dark Maelstrom	Fennmont Samsara Trading Post 2F	3500	Mega Glacier x1	Yin and Yang x1
			Navi Metal x3	Bizarre Clump x3
Nightless Universe	Fennmont Samsara Trading Post 2F	3500	Nightless World x1	Elemental x1
			Poison Charm x1	Exceed x6
Lightless Universe	Fennmont Samsara Trading Post 2F	3500	Lightless World x1	Elemental x1
			Muddle Charm x1	Exceed x6
The All-Father	Fennmont Samsara Trading Post 2F	3500	Elysium x1	Elemental x2
			Accel x6	Hourglass x6

After Completing Expert Rank of Coliseum's Tag Mode (All are unlocked at: Felgana Mine)

Name	Location	Gald	Material	
Weapons				
Atlas (Earth)	Nala Lava Tubes	50000	Prometheus (Earth) x1	Great Tree's Fruit x3
			Strength Ring x1	Blue Verbena x2
Atlas (Water)	Nala Lava Tubes	50000	Prometheus (Water) x1	Aquatic Jelly x3
			Tech Charm x1	Omega Elixir x3
Atlas (Fire)	Nala Lava Tubes	50000	Prometheus (Fire) x1	Pheasant Tail x3
			Warrior Symbol x1	Accel x1
Atlas (Wind)	Nala Lava Tubes	50000	Prometheus (Wind) x1	Fragrant Silver Scales x3
				Agility Ring x1 Affinity Stone x1
Atlas (Light)	Nala Lava Tubes	50000	Prometheus (Light) x1	Unicorn Horn x3
			Blue Sephira x1	Blue Chamomile x2
Atlas (Darkness)	Nala Lava Tubes	50000	Prometheus (Darkness) x1	Libavius Ore x3
			Demon Seal x1	All-Divide x1
Innocence Unleashed	Nala Lava Tubes	200000	Sealed Innocence x1	Atlas (Fire) x1
			Atlas (Wind) x1	Atlas (Darkness) x1
Ardent Vesperia	Nala Lava Tubes	200000	Sealed Vesperia x1	Atlas (Earth) x1
			Atlas (Water) x1	Atlas (Light) x1
Hades Mallet (Earth)	Nala Lava Tubes	50000	Zeus Crusher (Earth) x1	Great Tree's Fruit x3
			Stone Charm x1	Blue Sage x2
Hades Mallet (Water)	Nala Lava Tubes	50000	Zeus Crusher (Water) x1	Aquatic Jelly x3
			Frailty Charm x1	Blue Cape x3
Hades Mallet (Fire)	Nala Lava Tubes	50000	Zeus Crusher (Fire) x1	Pheasant Tail x3
			Risk Ring x1	Flame Charm x1
Hades Mallet (Air)	Nala Lava Tubes	50000	Zeus Crusher (Air) x1	Fragrant Silver Scales x3
			Shock Charm x1	Blue Saffron x2
Hades Mallet (Light)	Nala Lava Tubes	50000	Zeus Crusher (Light) x1	Unicorn Horn x3
			Stun Talisman x1	Muddle Charm x1
Hades Mallet (Darkness)	Nala Lava Tubes	50000	Zeus Crusher (Darkness) x1	Libavius Ore x3
			Poison Charm x1	Psychic Ring x1
Romulus (Earth)	Nala Lava Tubes	50000	Remus (Earth) x1	Great Tree's Fruit x3
			Miracle Bangle x1	Disease Charm x1
Romulus (Water)	Nala Lava Tubes	50000	Remus (Water) x1	Aquatic Jelly x3
			Resistance Symbol x1	Intelligence Ring x1
Romulus (Fire)	Nala Lava Tubes	50000	Remus (Fire) x1	Pheasant Tail x3
			Blood Charm x1	Dexterity Ring x1
Romulus (Wind)	Nala Lava Tubes	50000	Remus (Wind) x1	Fragrant Silver Scales x3
			Magic Symbol x1	Blue Saffron x2
Romulus (Light)	Nala Lava Tubes	50000	Remus (Light) x1	Unicorn Horn x3
			Mystic Symbol x1	Hourglass x1
Romulus (Darkness)	Nala Lava Tubes	50000	Remus (Darkness) x1	Libavius Ore x3
			Vitality Ring x1	Spirit Symbol x1
Force of Nature	Nala Lava Tubes	50000	Geo Fist x1	Great Tree's Fruit x3
			Guardian Symbol x1	Alexandrite x1
Tidal Rush	Nala Lava Tubes	50000	Deluge Fist x1	Aquatic Jelly x3
			Revival Ring x1	Blue Sage x2
Fist of Legend	Nala Lava Tubes	50000	Blazing Fury x1	Pheasant Tail x3
			Elemental x1	Red Cape x1
Rending Fist	Nala Lava Tubes	50000	Sylph Wings x1	Fragrant Silver Scales x3
			Faerie Ring x1	Sync Stone x1
Guardian Angel	Nala Lava Tubes	50000	Valkyrie Wings x1	Unicorn Horn x3
			Psychic Ring x1	Hourglass x1
Fallen Angel	Nala Lava Tubes	50000	Demon's Bane x1	Libavius Ore x3
			Demon Seal x1	All-Divide x2
Weapons				
Phantasia Restored	Nala Lava Tubes	200000	Sealed Phantasia x1	Force of Nature x1
			Tidal Rush x1	Guardian Angel x1
Seraphic Hearts	Nala Lava Tubes	200000	Sealed Hearts x1	Fist of Legend x1
			Rending Fist x1	Fallen Angel x1
Dustbrand	Nala Lava Tubes	50000	File Blade x1	Great Tree's Fruit x3
			Vitality Ring x1	Revival Ring x1
Vorpal Sword	Nala Lava Tubes	50000	Vorpal Knife x1	Aquatic Jelly x3
			Mystic Symbol x1	Blue Cape x1
Flamberge	Nala Lava Tubes	50000	Detonator x1	Pheasant Tail x3
			Risk Ring x1	Knight Crest x1
Sonic Edge	Nala Lava Tubes	50000	Harpy Edge x1	Fragrant Silver Scales x3
			Shock Charm x1	Blue Jasmine x2
Sun Falcon	Nala Lava Tubes	50000	Blessed Blade x1	Unicorn Horn x3
			Hunter's Monocle x1	Accel x1
Black Sunfire	Nala Lava Tubes	50000	Cursebreaker x1	Libavius Ore x3
			Blood Charm x1	Omega Elixir x2
Crusader of Rebirth	Nala Lava Tubes	200000	Sealed Rebirth x1	Vorpal Sword x1
			Sonic Edge x1	Sun Falcon x1
Destiny Bringer	Nala Lava Tubes	200000	Sealed Destiny x1	Dustbrand x1
			Flamberge x1	Black Sunfire x1
Cluster Fang	Nala Lava Tubes	50000	Solid Breaker x1	Great Tree's Fruit x3
			Strength Ring x1	Alexandrite x1
Wavecrasher	Nala Lava Tubes	50000	Mako x1	Aquatic Jelly x3
			Blue Sephira x1	Resistance Symbol x1
Effigy Blade	Nala Lava Tubes	50000	Savage Flare x1	Pheasant Tail x3
			Flame Charm x1	Demon Seal x1
Zephyr Sword	Nala Lava Tubes	50000	Stormbringer x1	Fragrant Silver Scales x3
			Dexterity Ring x1	Faerie Ring x1
Redeemer	Nala Lava Tubes	50000	Regal Blade x1	Unicorn Horn x3
			Accel x1	Hourglass x1
Impulse Edge	Nala Lava Tubes	50000	Mourning Edge x1	Libavius Ore x3
			Demon Seal x1	Blue Savory x2
Tempest Unbound	Nala Lava Tubes	200000	Sealed Tempest x1	Cluster Fang x1
			Effigy Blade x1	Impulse Edge x1
Shining Legendia	Nala Lava Tubes	200000	Sealed Legendia x1	Wavecrasher x1
			Zephyr Sword x1	Redeemer x1
Crimson Staff	Nala Lava Tubes	50000	Ruby Wand x1	Great Tree's Fruit x3
			Intelligence Ring x1	Faerie Ring x1
Stromung	Nala Lava Tubes	50000	Brandung x1	Aquatic Jelly x3
			Tech Charm x1	Blue Basil x2
Blaze Rod	Nala Lava Tubes	50000	Eternal Flame x1	Pheasant Tail x3
			Magic Symbol x1	Hourglass x1
Sylvan Rod	Nala Lava Tubes	50000	Air Rod x1	Fragrant Silver Scales x3
			Agility Ring x1	Disease Charm x1
Princess Premiere	Nala Lava Tubes	50000	Star Rod x1	Unicorn Horn x3
			Affinity Stone x1	Miracle Bangle x1
Captivated Heart	Nala Lava Tubes	50000	Energy Wand x1	Libavius Ore x3
			Elemental x1	All-Divide x2
Brave World	Nala Lava Tubes	200000	Sealed World x1	Crimson Staff x1
			Sylvan Rod x1	Princess Premiere x1
Abyssal Ruin	Nala Lava Tubes	200000	Sealed Abyss x1	Stromung x1
			Blaze Rod x1	Captivated Heart x1
Weapons				
Alloy Blade True	Nala Lava Tubes	50000	Alloy Blade x1	Great Tree's Fruit x3
			Stone Charm x1	Alexandrite x1
Hydrolancer	Nala Lava Tubes	50000	Water Harpoon x1	Aquatic Jelly x3
			Guardian Symbol x1	Omega Elixir x2
Maelstrom	Nala Lava Tubes	50000	Vortex x1	Pheasant Tail x3
			Strength Ring x1	Flame Charm x1
Typhon's Waltz	Nala Lava Tubes	50000	Tourbillon x1	Fragrant Silver Scales x3
			Dexterity Ring x1	Blue Basil x2
Sacred Horn	Nala Lava Tubes	50000	Noble Horn x1	Unicorn Horn x3
			Mystic Symbol x1	Blue Chamomile x2
Bloodsucker	Nala Lava Tubes	50000	Gorgon Gaze x1	Libavius Ore x3
			Blood Charm x1	Demon Seal x1
Light of Symphonia	Nala Lava Tubes	200000	Sealed Symphonia x1	Alloy Blade True x1
			Typhon's Waltz x1	Sacred Horn x1
Champion of Destiny	Nala Lava Tubes	200000	Sealed Destiny 2 x1	Hydrolancer x1
			Maelstrom x1	Bloodsucker x1
Gravity Rod	Nala Lava Tubes	50000	Lead Shaft x1	Great Tree's Fruit x3
			Frailty Charm x1	All-Divide x1
Water Lily	Nala Lava Tubes	50000	Fountain Rod x1	Aquatic Jelly x3
			Intelligence Ring x1	Omega Elixir x2
Yama-raja Pole	Nala Lava Tubes	50000	Flint Pole x1	Pheasant Tail x3
			Risk Ring x1	Stun Talisman x1
Gale Rod	Nala Lava Tubes	50000	Wind Striker x1	Fragrant Silver Scales x3
			Agility Ring x1	Blue Jasmine x2
Solreina, Rod of the Heavens	Nala Lava Tubes	50000	Light Fang x1	Unicorn Horn x3
			Accel x1	Muddle Charm x1
Black Brush	Nala Lava Tubes	50000	Monk's Paintbrush x1	Libavius Ore x3
			Poison Charm x1	Elemental x1
Bestower of Graces	Nala Lava Tubes	200000	Sealed Graces x1	Gravity Rod x1
			Gale Rod x1	Black Brush x1
Fandom's Beacon	Nala Lava Tubes	200000	Sealed Fandom x1	Water Lily x1
			Yama-raja Pole x1	Solreina, Rod of the Heavens x1
Aizen Katana	Nala Lava Tubes	50000	Haniyasu x1	Great Tree's Fruit x3
			Vitality Ring x1	Holy Symbol x2
Gundari Katana	Nala Lava Tubes	50000	Mizunohame x1	Aquatic Jelly x3
			Blue Sephira x1	Sync Stone x1
Gosanze Katana	Nala Lava Tubes	50000	Kagutsuchi x1	Pheasant Tail x3
			Flame Charm x1	Blue Lavender x2
Kujaku Katana	Nala Lava Tubes	50000	Shinatsuhiko x1	Fragrant Silver Scales x3
			Psychic Ring x1	Magic Symbol x1
Kongo Yasha Katana	Nala Lava Tubes	50000	Amaterasu x1	Unicorn Horn x3
			Affinity Stone x1	Hunter's Monocle x1
Batoh Katana	Nala Lava Tubes	50000	Tsukuyomi x1	Libavius Ore x3
			Mystic Symbol x1	Hourglass x1
Eternia's Promise	Nala Lava Tubes	200000	Sealed Eternia x1	Aizen Katana x1
			Gundari Katana x1	Batoh Katana x1
Abyssal Radiance	Nala Lava Tubes	200000	Sealed Abyss Beta x1	Gosanze Katana x1
			Kujaku Katana x1	Kongo Yasha Katana x1
Heirloom Pin	Nala Lava Tubes	50000	Heirloom Pin x1	Great Tree's Fruit x3
			Alexandrite x1	Blue Verbena x2
Teardrop Pin	Nala Lava Tubes	50000	Teardrop Pin x1	Aquatic Jelly x3
			Hunter's Monocle x1	Guardian Symbol x1
Embertree Pin	Nala Lava Tubes	50000	Embertree Pin x1	Pheasant Tail x3
			Warrior Symbol x1	Disease Charm x1
Featherflow Pin	Nala Lava Tubes	50000	Featherflow Pin x1	Fragrant Silver Scales x3
			Shock Charm x1	Miracle Bangle x1
Angelic Pin	Nala Lava Tubes	50000	Angelic Pin x1	Unicorn Horn x3
			Muddle Charm x1	Blue Savory x2
Ebonwing Pin	Nala Lava Tubes	50000	Ebonwing Pin x1	Libavius Ore x3
			Demon Seal x1	Omega Elixir x2
Paragon of Xillia	Nala Lava Tubes	200000	Sealed Xillia x1	Teardrop Pin x1
			Featherflow Pin x1	Angelic Pin x1
Gem of the New World	Nala Lava Tubes	200000	Sealed New World x1	Heirloom Pin x1
			Embertree Pin x1	Ebonwing Pin x1
Protective Gear				
Fateful Helm	Felgana Mine	35000	Unicorn Horn x4	Pheasant Tail x4
			Elemental x1	All-Divide x2
Unrelenting Helm	Felgana Mine	35000	Libavius Ore x4	Fragrant Silver Scales x4
			Flame Charm x1	Red Cape x1
Unforgiven	Felgana Mine	35000	Great Tree's Fruit x4	Aquatic Jelly x4
			Accel x1	Revival Ring x1
Karura Helm	Felgana Mine	35000	Libavius Ore x4	Unicorn Horn x4
			Hunter's Monocle x1	Warrior Symbol x1
Valhalla Hat	Felgana Mine	35000	Pheasant Tail x4	Aquatic Jelly x4
			Risk Ring x1	Paladin's Cape x1
Immortal Circlet	Felgana Mine	35000	Libavius Ore x4	Aquatic Jelly x4
			Affinity Stone x1	Magic Symbol x1
Soleil Circlet	Felgana Mine	35000	Unicorn Horn x4	Fragrant Silver Scales x4
			Mystic Symbol x1	Resistance Symbol x1
Dreamseed Ribbon	Felgana Mine	35000	Great Tree's Fruit x4	Fragrant Silver Scales x4
			Demon Seal x1	Hourglass x1
Freedom Ribbon	Felgana Mine	35000	Great Tree's Fruit x4	Pheasant Tail x4
			Blue Sephira x1	Omega Elixir x2
Fateful Guard	Felgana Mine	70000	Unicorn Horn x5	Pheasant Tail x5
			Demon Seal x1	All-Divide x2
Exalted Guard	Felgana Mine	70000	Libavius Ore x5	Fragrant Silver Scales x5
			Elemental x1	Guardian Symbol x1
Luminous Guard	Felgana Mine	70000	Unicorn Horn x5	Fragrant Silver Scales x5
			Affinity Stone x1	Faerie Ring x1
Sinner's Mail	Felgana Mine	70000	Great Tree's Fruit x5	Aquatic Jelly x5
			Miracle Bangle x1	Gold Leggings x1
Ashura Mail	Felgana Mine	70000	Libavius Ore x5	Unicorn Horn x5
			Accel x1	Strength Ring x1
Eternal Coat	Felgana Mine	70000	Libavius Ore x5	Aquatic Jelly x5
			Blue Sephira x1	Paladin's Cape x1
Martyr's Coat	Felgana Mine	70000	Pheasant Tail x5	Aquatic Jelly x5
			Hunter's Monocle x1	Rare Boots x1
Shimmering Dress	Felgana Mine	70000	Great Tree's Fruit x5	Fragrant Silver Scales x5
			Risk Ring x1	Persian Boots x1
Peacemaker's Dress	Felgana Mine	70000	Great Tree's Fruit x5	Pheasant Tail x5
			Mystic Symbol x1	Revival Ring x1

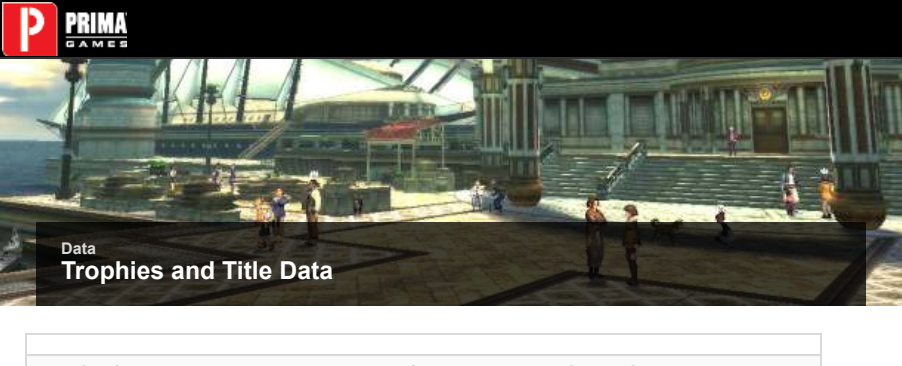
Data

Enemty Data

F=Fire, W=Water, E=Earth, L=Light, D=Dark, N=Wind, S=Slash, H=Strike, G=Shoot

- **Stats**- Outside of Iron Stance, all stats are ranked in S>A>B>C>D>E order.
- **Attributes** - When an enemy is hit by an attack of this attribute, this is the percent of damage the enemy receives. For example, an enemy with "Fire 70" takes only 70% of the base damage from a fire-type attack. Conversely, an enemy with a score of over 100 takes additional damage, and an enemy with a score of -100 actually absorbs the damage and turns it into HP. When the value reduces damage, it's noted in RED text, when it increases damage it's noted in BLUE text, and when it absorbs damage it's noted in GREEN text.

Name	Type	Level	HP	Iron Stance	Phys. Att.	Phys. Def.	Artes Att.	Artes Def.	Str.	Vit.	Intel.	Psy.	Agil.	Dex.	Attrib
???		1-11	A	20	A	B	B	B	A	D	B	C	A	D	F W
??? (Cress' Shadow)		120-140	A	60	S	C	S	D	S	E	S	E	B	A	F W
??? (Stahn's Shadow)		120-140	A	60	S	C	S	D	S	E	A	E	A	C	F W
Spirius Axe Beak		1-67	C	0	C	C	E	E	C	B	D	D	D	E	F W
Spirius Axe Beak (Coliseum)		49	C	0	C	C	E	E	C	B	D	D	D	E	F W
Spirius Agent (1)		50-54	D	0	D	E	E	D	E	C	E	C	A	B	F W
Spirius Agent (2)		63-67	D	0	D	E	E	D	E	C	E	C	A	B	F W
Spirius Gunner		63-67	E	0	D	C	D	A	D	B	D	B	S	S	F W
Spirius Gunner (Coliseum)		40	E	0	D	C	D	A	D	B	D	B	S	S	F W
Spirius Gatekeeper		1-11	D	20	C	S	B	S	D	S	B	B	A	D	F W
Spirius Meniphto		63-67	C	0	C	C	E	E	C	B	E	E	D	S	F W
Spirius Meniphto (Coliseum)		46	C	20	C	C	E	E	C	B	E	E	D	S	F W
Spirius Agent (1)		50-54	D	0	D	E	E	D	E	C	E	C	A	B	F W
Spirius Agent(2)		63-67	D	0	D	E	E	D	E	C	E	C	A	B	F W
Earth Goliath (Coliseum)		86	B	0	B	A	E	E	B	A	E	D	E	E	F W
Earth Element		67-72	E	0	D	C	D	A	D	C	E	A	A	A	F W
Earth Golem (Coliseum)		81	B	50	B	A	E	E	B	A	E	D	E	E	F W
Ice Golem		32-70	B	0	B	A	E	E	B	A	E	D	E	E	F W
Frost Skeleton		33-70	E	0	D	C	D	A	D	C	E	A	A	A	F W
Ice Harpy		34-41	D	0	D	C	C	S	D	A	C	S	B	E	F W
Frost Beak		34-41	C	0	C	C	E	E	C	B	D	D	D	E	F W
Ice Mandragora		33-70	D	0	E	C	B	S	E	A	C	A	C	C	F W
Aqua Doll (Coliseum)		96	D	0	E	C	B	S	E	A	B	A	B	C	F W
Aqua Dragon(Enslaved)		69-73	A	150	A	A	B	C	A	B	B	C	D	D	F W
Aqua Dragon (Coliseum)		116	A	200	S	A	B	D	S	D	A	E	D	C	F W
Aquo Dragon (Coliseum)		116	A	200	S	D	A	A	A	D	A	B	D	D	F W
Agria(Fractured)(1)		59-71	A	50	D	E	B	S	D	D	B	B	C	A	F W
Agria(Fractured)(2)		52-71	A	50	C	E	B	B	C	D	B	C	C	A	F W
Agria(Coliseum)		116	A	100	B	S	A	S	C	S	A	S	C	A	F W
Agria's Shadow		85-105	S	100	S	D	S	B	S	E	S	E	C	A	F W
Auj Oule Royal Guard		29-70	D	0	B	C	B	C	B	C	B	C	B	C	F W
Auj Oule Lancer		29-70	D	0	B	C	B	C	B	C	B	C	B	C	F W
Armored Boar		34-41	C	0	B	A	E	D	B	A	E	C	E	E	F W
Aska(Fractured)(1)		20-24	A	150	A	D	A	B	A	D	A	D	D	B	F W
Aska(Fractured)(2)		56-71	S	200	A	D	A	B	A	D	A	D	D	B	F W
Oscore Watcher		18-22	D	0	D	E	E	D	E	C	E	C	A	B	F W
Oscore Guard		18-22	D	0	D	E	E	D	E	C	E	C	A	B	F W
Oscore Chief		19-23	B	0	A	E	B	C	A	E	B	D	A	B	F W
Axe Beak		12-16	C	0	C	C	E	E	C	B	D	D	D	E	F W
Alvin		67-71	B	0	A	A	C	E	A	B	C	E	D	C	F W
Alvin(Coliseum)		111	A	100	S	A	B	E	S	E	B	E	D	C	F W
Alvin(Fractured)		59-71	A	50	A	S	C	C	A	A	C	C	D	C	F W
Alvin's Shadow		115-135	S	60	S	S	A	E	S	E	A	E	D	C	F W
Armored Exodus Extremist		71-75	D	0	C	A	E	D	C	A	E	C	D	D	F W
Disguised Exodus Gunner		56-70	D	0	C	A	E	D	C	A	E	C	D	D	F W
Disguised Exodus Soldier		50-54	D	0	D	E	E	D	E	C	E	C	A	B	F W
Exodus Agent		56-70	D	0	D	E	E	D	E	C	E	C	A	B	F W
Disguised Armored Exodus Agent		50-54	D	0	C	A	E	D	C	A	E	C	D	D	F W
Armored Exodus Infiltrator		50-54	D	0	C	A	E	D	C	A	E	C	D	D	F W
Exodus Scout		50-54	D	0	D	E	E	D	E	C	E	C	A	B	F W
Exodus Infiltrator		50-54	D	0	D	E	E	D	E	C	E	C	A	B	F W
Arrow Bee		24-28	E	0	D	C	D	A	D	B	D	B	S	S	F W
Arrow Folzam		24-71	S	200	C	D	B	B	C	D	B	C	A	E	F W
Arrow Folzam (Coliseum)		34	A	200	C	E	B	B	C	D	B	C	A	E	F W
Arrow Folzam EX		93-140	S	200	B	D	A	B	A	D	A	D	A	E	F W
Angry Tortoise		24-28	C	0	B	C	E	E	B	B	E	D	E	D	F W
Ivar(1)		7-11	B	16	C	A	D	C	C	B	D	C	A	A	F W
Ivar(2)		9-13	B	0	C	A	D	C	C	B	D	C	A	A	F W
Ivar(3)		15-70	A	0	S	B	B	D	A	D	B	E	A	A	F W
Ivar(4)		63-67	A	0	B	A	D	D	B	B	D	C	A	A	F W
Quag Merfish		46-70	C	0	C	C	C	E	C	B	C	E	C	D	F W
Insect Plant		12-16	C	0	E	C	B	C	D	A	B	C	E	B	F W
Vaioplume		56-71	A	40	B	E	B	B	C	D	B	B	A	E	F W
Vampiric Plant		56-77	S	200	A	E	A	C	A	E	A	S	E	E	F W
Vampiric Plant (Coliseum)		91	B	200	C	D	B	B	C	D	B	C	S	E	F W
Vampiric Plant EX		125-146	S	200	S	E	A	C	A	E	A	S	E	E	F W
Victor		58-62	S	80	A	C	B	C	A	D	B	C	S	C	F W
Withered Treant		40-51	C	0	B	S	D	E	B	A	D	D	E	E	F W
Wingul(Catalyst)		32-73	S	50	A	D	B	B	A	E	B	C	S	B	F W
Wingul(Coliseum)		116	A	40	A	S	B	S	B	S	C	S	S	B	F W
Wingul(Fractured)		52-71	A	50	C	D	B	B	D	D	C	C	S	B	F W
Wingul's Shadow		85-105	S	50	S	D	A	B	S	E	A	E	S	B	F W
Wyndham Wolf (Coliseum)		71	E	0	D	C	D	A	D	B	D	A	S	B	F W
Wind Element		67-72	D	0	D	C	C	S	D	A	C	S	B	E	F W
Wind Djinn		24-28	D	0	E	C	B	S	E	A	B	A	B	C	F W
Wind Butterfly (Coliseum)		37	D	0	E	C	C	S	E	C	C	A	S	C	F W
Wind Racer		48-52	A	100	B	B	B	C	B	D	B	D	S	B	F W
Wind Racer (Coliseum)		52	B	100	B	E	B	S	B	E	B	A	S	B	F W
Wind Racer EX		117-121	S	100	A	B	A	C	A	D	A	E	S	B	F W
Veywind Eye		9-13	A	0	B	A	B	D	B	A	B	E	D	A	F W
Veywind Eye (Berserk)		56-60	A	50	B	A	B	D	B	A	B	E	D	A	F W
Veywind Eye (Coliseum)		23	A	0	S	S	B	C	S	D	B	E	D	A	F W
Veywind Eye EX		76-80	S	200	A	A	B	D	A	B	B	E	D	A	F W
Veywind Stinger		42-46	S	120	A	D	B	B	A	D	B	D	B	D	F W
Veywind Stinger (Enraged)		56-60	S	350	A	D	B	B	A	D	B	D	B	D	F W
Veywind Stinger (Coliseum)		37	B	300	A	D	B	B	A	E	B	C	B	D	F W
Veywind Stinger EX		91-95	S	350	S	D	A	B	S	E	A	E	B	D	F W
Veywind Child(1)		6-10	C	0	C	E	C	S	C	E	C	A	D	C	F W
Veywind Child(2)		54-58	C	0	C	E	C	S	C	E	C	A	D	C	F W
Western Wolf		40-51	E	0	D	C	D	A	D	B	D	A	S	B	F W
Cthulhu Demon		59-71	S	400	A	E	C	B	A	D	C	B	C	A	F W
Cthulhu Demon (Coliseum)		96	A	400	A	E	C	E	A	D	C	E	C	A	F W
Cthulhu Demon EX		128-140	S	400	S	E	B	B	A	E	B	C	C	A	F W
Water Element		67-72	D	0	D	C	C	S	D	A	C	S	C	C	F W
Water Djinn		14-19	D	0	E	C	B	S	E	A	B	A	B	C	F W
Vortex Wolf		9-13	E	0	D	C	D	A	D	B	D	A	S	B	F W
Vortex Scorpion		9-13	C	0	C	C	D	E	C	A	C	E	E	E	F W
Volt		9-13	A	40	A	D	B	B	A	D	C	D	D	B	F W
Merfish		13-71	C	0	C	C	C	E	C	B	C	E	C	D	F W
Wolf		12-16	E	0	D	C	D	A	D	B	D	A	S	B	F W
Ancient Cat		6-10	E	0	D	C	D	A	D	B	D	B	S	C	F W
Mega Tusk (Catalyst)		24-71	A	300	B	E	B	C	B	D	B	C	B	E	F W
Alest Ribbit		4-8	E	0	C	C	E	A	C	B	E	B	B	S	F W
Alest Chirpee		4-8	E	0	E	C	E	A	E	A	E	A	B	S	F W
Alest Plant		4-8	C	0	E	C	B	C	D	A	B	C	E	B	F W
Alest Horse		4-8	E	0	D	C	C	A	D	B	C	B	A	S	F W
Elize		67-71	B	0	C	E	B	S	C	D	B	S	D	C	F W
Elize(Coliseum)		111	A	100	B	E	A	A	B	D	A	E	D	C	F W
Elize's Shadow		115-135	S	60	S	E	S	S	S	E	S	B	D	C	F W
Erdas		38-75	C	0	B	C	E	E	B	B	E	D	E	D	F W
Radiant Horn		16-20	A	100	A	E	A	B	A	E	A	C	A	C	F W
Radiant Horn (Coliseum)		31	B	200	A	E	A	A	A	E	A	C	A	C	F W
Radiant Horn EX		94-98	S	250	S	E	A	C	S	E	A	E	A	C	F W
Elympion Extremist		36-70	D	0	D	E	E	D	E	C	E	C	A	B	F W
General Crab		32-71	B	150	S	D	B	C	A	E	B	C	C	D	F W
Odin (Catalyst)		46-50	S	80	A	C	B	B	A	D	B	C	B	D	F W
Dark Teagle		35-42	S	200	A	D	B	B	A	D	B	D	S	B	F W
Dark Teagle (Coliseum)		61	B	200	C	E	B	D	C	E	B	E	S	B	F W
Dark Teagle EX		104-111	S	200	S	D	A	B	A	E	A	E	S	B	F W
Polwigle		13-71	E	0	E	C	D	A	E	A	D	A	B	D	F W
Swamp Polwigle		40-51	E	0	E	C	D	A	E	A	D	A	B	D	F W
Guardian Mare (Coliseum)		66	E	2	D	C	C	A	D	B	C	B	A	S	F W
Gaius		67-71	B	0	A	S	B	E	A	A	B	E	B	A	F W
Gaius (Coliseum)		111	A	100	S	A	B	D	S	E	B	E	B	A	F W
Gaius' Shadow		115-135	S	80	S	S	A	E	S	E	A	E	B	A	F W
Olutp (Catalyst)		53-72	S	200	S	A	B	S	A	D	B	B	B	D	F W
Seafall Phantom (Catalyst)		30-43	A	400	A	A	B	C	A	C	B	D	E	B	F W
Extremist Mastermind		71-75	D	0	D	E	E	D	E	C	E	C	A	B	F W
Goddess Touch		52-56	S	200	A	E	A	B	A	D	A	E	D	C	F W
Goddess Touch(Coliseum)		86	B	200	B	E	B	S	B	E	B	B	D	C	F W
Goddess Touch EX		141-145	S	300	S	E	S	B	S	E	S	E	D	C	F W
Gald Freak		46-70	B	0	S	B	B	C	A	E	B	C	S	E	F W
Gun Tortoise		13-31	C	0	B	C	E	E	B	B	E	D	E	D	F W
Toadstool Goblin		14-18	E	0	D	C	C	A	D	B	D	B	B	A	F W
Mushroom Goblin (Boss)		14-18	A	50	A	D	B	B	A	D	B	D	A	A	F W
Crabby Old Lady		27-64	E	0	D	E	E	D	E	C	E	C	A	B	F W
Heavy Claw		13-17	A	300	A	A	B	D	A	C	B	E	D	A	F W
Heavy Claw (Coliseum)		25	A	300	A	S	B	C	A	A	B	D	D	A	F W
Heavy Claw EX		82-86	S	300	S	A	B	D	S	D	B	E	D	A	F W
King Cockatrice		12-30	E	0	D	C	D	A	D	B	D	B	B	S	F W
Grass Polwigle		24-28	E	0	E	C	D	A	E	A	D	A	B	D	F W
Grass Ribbit		24-28	E	0	C	C	E	A	C	B	E	B	B	S	F W
Graddic Claw		24-31	S	100	S	A	B	D	A	D	B	E	D	A	F W
Graddic Claw (Coliseum)		33	A	200	S	S	B	E	A	C	B	E	D	A	F W
Graddic Claw EX		93-100	S	200	S	A	A	C	S	E	A	E	D	A	F W
Crab Man		13-71	C	0	C	C	C	E	C	B	C	E	E	D	F W
Cutmar Beast Mage		23-70	D	0	E	A	B	S	E	A	C	A	B	E	F W
Cutmar Beast Warrior		23-70	D	0	D	E	E	D	E	C	E	C	A	B	F W
Plated Boar		14-19	C	0	B	A	E	D	B	A	E	C	E	E	F W
Green Butterfly		24-28	D	0	E	C	C	S	E	C	C	A	S	C	F W
Crystal Beak		35-42	B	10	S	E	C	C	A	E	C	D	A	S	F W
Kruxis Eye		47-51	S	400	S	D	A	C	S	E	A	E	D	D	F W
Kruxis Eye (Coliseum)		40	A	400	A	B	B	E	A	D	B	E	D	D	F W
Kruxis Eye EX		116-120	S	400	S	D	A	C	S	E	A	E	D	D	F W
Greater Demon		16-74	A	400	A	A	B	C	A	B	B	C	E	B	F W
Greater Demon (Coliseum)		29	A	400	S	S	B	C	A	C	B	E	E	B	F W
Greater Demon EX		83-141	S	400	S	B	B	C	A	B	D	E	E	B	F W
Cress (Coliseum)		141	A	60	S	C	A	C	S	E	A	E	B	A	F W
Chronos(1)		22-26	S	100	A	D	A	B	A	D	A	D	C	A	F W
Chronos(2)		59-63	A	100	A	A	B	A	A	D	A	C	C	A	F W
Chronos(3)		59-63	A	100	A	A	B	A	A	D	A	C	C	A	F W
Chronos(4)		75-79	A	50	A	E	B	B	A	D	B	C	C	A	F W
Chronos Bit		56-76	C	0	D	E	C	A	D	D	D	B	C	S	F W
Guard's Shadow		110-130	D	0	C	A	E	D	C	A	E	C	D	D	F W
Cave Chirpee		12-30	E	0	E	C	E	A	E	A	E	A	B	S	F W
Cave Plant		12-30	C	0	E	C	B	C	D	A	B	C	E	B	F W
Arena Gate (Coliseum)		41	A	100	S	A	B	C	S	E	A	E	S	D	F W
Ribbit		13-71	E	0	C	C	E	A	C	B	E	B	B	S	F W
Gold Bacura		25-70	A	0	B	C	B	C	B	C	B	C	B	C	F W
Golem		38-75	B	0	B	A	E	E	B	A	E	D	E	E	F W
Golem Shade		38-75	D	0	D	C	C	S	D	A	C	S	C	C	F W
Cockatrice		14-19	E	0	D	C	D	A	D	B	D	B	B	S	F W
Goblin		12-16	E	0	D	C	C	A	D	B	D	B	B	A	F W
Goblin Farmer		18-22	E	0	D	C	C	A	D	B	D	B	B	A	F W
Salamander		39-70	E	0	D	C	D	A	D	B	D	B	B	S	F W
Thunder Djinn		9-13	C	0	D	E	C	S	D	D	C	A	D	C	F W
Siennabronc		62-66	S	300	S	A	A	C	A	D	A	E	B	S	F W
Siennabronc EX		162-166	S	600	S	S	A	D	S	E	A	E	B	S	F W
Gentlefreet		32-70	B	50	B	E	C	B	A	E	C	B	A	S	F W
Gentledroid		68-76	A	200	A	A	C	C	A	C	C	D	D	E	F W
Gentlegnome		39-70	B	50	B	E	C	B	A	E	C	B	A	S	F W
Gentlesylph		25-29	B	50	B	E	C	B	A	E	C	B	A	S	F W
Gentlemundine		33-70	B	50	B	E	C	B	A	E	C	B	A	S	F W
Gentleman		14-19	B	50	B	E	C	B	A	E	C	B	A	S	F W
Young Business		24-61	E	0	C	A	E	D	C	A	E	C	D	D	F W
Giant Bat		68-72	A	0	A	A	B	D	A	D	B	E	B	C	F W
Jiao (Catalyst)		67-74	S	300	A	A	D	C	A	B	D	C	E	S	F W
Jiao (Coliseum)		116	A	40	S	S	B	S	S	C	S	E	E	S	F W
Jiao(Fractured)		52-71	A	100	B	A	D	E	B	A	D	E	E	S	F W
Jiao's Shadow		85-105	S	300	S	D	A	D	S	E	A	E	E	S	F W
Judgement (Coliseum)		61	S	50	S	A	A	C	S	E	A	E	S	D	F W
Shadow Chill		80-100	D	0	E	C	B	S	E	A	C	A	C	C	F W
Shadow Eater		111-131	B	100	B	A	E	E	B	A	E	D	E	E	F W
Shadow Erdas		110-130	C	50	B	C	E	E	B	B	E	D	E	D	F W
Shadow Gatekeeper		110-130	E	0	D	C	D	A	D	B	D	A	S	B	F W
Shadow Cat		110-130	E	0	D	C	D	A	D	B	D	B	S	C	F W
Shadow Crab Man		110-130	C	0	C	C	C	E	C	B	C	E	E	D	F W
Shadow Shade		80-100	D	0	D	C	C	S	D	A	C	S	C	C	F W
Shadow Sylvan		80-100	C	0	B	S	D	E	B	A	D	D	E	E	F W
Shadow Skull		80-100	E	0	D	C	D	A	D	C	E	A	A	A	F W
Shadow Djinn		80-100	D	0	E	C	B	S	E	A	B	A	B	C	F W
Shadow Sol		80-100	E	0	D	C	D	A	D	B	D	B	S	B	F W
Shadow Devil		81-101	C	0	E	C	B	C	D	A	B	C	E	B	F W
Shadow Demon		111-131	B	50	B	A	E	E	B	A	E	D	E	E	F W
Shadow Dragon		111-131	B	150	A	A	C	C	A	C	C	C	E	D	F W
Shadow Treant		81-101	C	50	B	S	D	E	B	A	D	D	E	E	F W
Shadow Nightmare		110-130	E	0	D	C	C	A	D	B	C	B	A	S	F W
Shadow Hound		110-130	E	0	D	C	D	A	D	B	D	A	S	B	F W
Shadow Basilisk		80-100	E	0	D	C	D	A	D	B	D	B	B	S	F W
Shadow Butterfly		80-100	D	0	E	C	C	S	E	C	C	A	S	C	F W
Shadow Bat		110-130	E	0	D	C	D	A	E	B	D	B	S	A	F W
Shadow Beak		80-100	C	0	C	C	E	E	C	B	D	D	D	E	F W
Gentleshadow		111-131	B	100	B	E	C	B	A	E	C	B	A	S	F W
Shadow Plant		80-100	C	0	E	C	B	C	D	A	B	C	E	B	F W
Shadow Mine Plant		80-100	C	0	E	C	B	C	D	A	B	C	E	B	F W
Shadow Mandragora		80-100	D	0	E	C	B	S	E	A	C	A	C	C	F W
Shadow Gentlemundine		111-131	B	100	B	E	C	B	A	E	C	B	A	S	F W
Shadow Leaf		110-130	D	0	E	C	B	S	E	A	C	A	C	C	F W
Shadow Bacura		80-130	B	0	B	C	B	C	B	C	B	C	B	C	F W
Battlecorps Shadow		110-130	D	0	C	A	E	D	C	A	E	C	D	D	F W
Jude(1)		63-67	A	0	C	B	B	D	C	D	C	E	S	S	F W
Jude(2)		67-71	B	0	B	B	B	E	B	D	C	E	S	S	F W
Jude(Coliseum)		111	A	40	A	A	B	D	A	D	B	E	S	S	F W
Jude's Shadow(1)		85-105	S	60	S	A	A	D	S	E	A	E	S	S	F W
Jude's Shadow(2)		115-135	S	60	S	S	A	D	S	E	A	E	S	S	F W
Spiritcorps Shadow		80-100	D	0	E	A	B	S	E	A	C	A	B	E	F W
Coastal Mandragora		13-71	D	0	E	C	B	S	E	A	C	A	C	C	F W
Sylvan Wolf		23-70	E	0	D	C	D	A	D	B	D	A	S	B	F W
Sylvan Wolf(Berserk)		61-70	B	0	B	E	B	C	B	D	B	C	S	B	F W
Sylvan Crab		31-70	C	0	C	C	C	E	C	B	C	E	E	D	F W
Sylvan Treant		23-70	C	0	B	S	D	E	B	A	D	D	E	E	F W
Sylvan Treant (Overgrown)		61-70	A	100	A	A	B	D	A	C	B	D	E	E	F W
Sylvan Mare		15-55	E	0	D	C	C	A	D	B	C	B	A	S	F W
Silver Bacura		12-70	B	0	B	C	B	C	B	C	B	C	B	C	F W
Sylphid (Coliseum)		76	E	0	D	C	C	A	D	B	C	B	A	S	F W
Spyrix Guard Plus (Coliseum)		43	C	20	B	S	D	E	B	A	D	E	E	S	F W
Spyrix Sentry 1.0+		63-67	C	0	B	S	D	E	B	A	D	E	E	S	F W
Spyrix Sentry 2.0		9-13	C	0	B	S	D	E	B	A	D	E	E	S	F W
Spyrix Sentry 3.0		18-22	C	0	B	S	D	E	B	A	D	E	E	S	F W
Spyrix Sentry 3.0+		58-70	C	0	B	S	D	E	B	A	D	E	E	S	F W
Uplight Girl		23-60	E	0	D	E	E	D	E	C	E	C	A	B	F W
Skunky		31-41	E	0	D	C	D	A	D	B	D	B	S	S	F W
Skeleton		25-76	E	0	D	C	D	A	D	C	E	A	A	A	F W
Scorpion		46-50	C	0	C	C	D	E	C	A	C	E	E	E	F W
Stahn(Coliseum)		141	S	70	S	C	A	D	S	E	A	E	A	C	F W
Power Shade (Coliseum)		33	D	0	D	C	C	S	D	A	C	S	C	C	F W
Mighty Plant (Coliseum)		22	C	0	E	C	B	C	D	A	B	C	E	B	F W
Snowmelt Merfish		32-41	C	0	C	C	C	E	C	B	C	E	C	D	F W
Snow Wolf		32-70	E	0	D	C	D	A	D	B	D	A	S	B	F W
Snow Tortoise		32-41	C	0	B	C	E	E	B	B	E	D	E	D	F W
Snow Dragon		32-41	B	50	A	A	C	C	A	C	C	C	E	D	F W
Snow Treant		34-41	C	0	B	S	D	E	B	A	D	D	E	E	F W
Snow Bat		33-70	E	0	D	C	D	A	E	B	D	B	S	A	F W
Spider		23-70	C	0	C	C	D	E	C	A	C	E	E	E	F W
Snow Cougar		65-71	S	200	B	E	A	B	B	D	A	D	S	D	F W
Snow Cougar (Coliseum)		111	B	200	C	E	A	A	C	D	A	B	S	D	F W
Snow Cougar EX		164-170	S	200	S	E	S	B	S	E	S	E	S	D	F W
Self-Righteous Man		26-63	E	0	C	A	E	D	C	A	E	C	D	D	F W
Zebra Wyvern		41-71	B	0	B	C	B	C	B	C	B	C	D	D	F W
Zebra Wyvern (Coliseum)		71	B	50	B	C	B	C	B	C	B	C	D	D	F W
Celsius (1)		59-71	A	40	S	E	A	S	A	E	A	C	A	B	F W
Celsius(2)		69-73	A	40	A	E	B	B	A	E	B	C	A	B	F W
Celsius (Coliseum)		116	A	40	A	A	B	C	A	D	B	E	A	B	F W
Sonny(Catalyst)		24-71	A	200	B	B	B	B	B	C	B	C	A	E	F W
Sword Bee		24-28	E	0	D	C	D	A	D	B	D	B	S	S	F W
Tanner		29-66	B	50	C	A	C	D	C	A	C	D	E	D	F W
Translucent Teagle		34-41	B	0	D	D	D	B	D	C	C	B	S	C	F W
Translucent Teagle (Coliseum)		106	E	0	D	C	D	A	D	B	D	B	S	C	F W
Dusk Shade		23-70	D	0	D	C	C	S	D	A	C	S	C	C	F W
Scorpactus		5-9	A	50	A	B	B	C	A	D	B	C	B	E	F W
Scorpactus (Coliseum)		21	B	200	B	A	B	D	A	C	B	D	B	E	F W
Scorpactus EX		134-138	S	600	S	B	A	C	S	E	A	E	B	E	F W
Chirpee		14-18	E	0	E	C	E	A	E	A	E	A	B	S	F W
Chirpee(Coliseum)		61	E	0	E	C	E	A	E	A	E	A	B	S	F W
Tree Crab		39-70	C	0	C	C	C	E	C	B	C	E	E	D	F W
Antler Beak		46-50	C	0	C	C	E	E	C	B	D	D	D	E	F W
Tetra Djinn (Coliseum)		37	D	0	E	C	B	S	E	A	B	A	B	C	F W
Tortoise		12-16	C	0	B	C	E	E	B	B	E	D	E	D	F W
Chrono Harpy		72-76	D	0	D	C	C	S	D	A	C	S	B	E	F W
Chrono Scorpion		72-76	C	0	C	C	D	E	C	A	C	E	E	E	F W
Chrono Skeleton		72-76	E	0	D	C	D	A	D	C	E	A	A	A	F W
Chrono Snake		72-76	B	100	A	A	C	C	A	C	C	C	E	D	F W
Treant		14-18	C	0	B	S	D	E	B	A	D	D	E	E	F W
Dusk Goblin		39-70	E	0	D	C	C	A	D	B	D	B	B	A	F W
Night Bat (Coliseum)		27	E	0	D	C	D	A	E	B	D	B	S	A	F W
Fillnocta		40-70	D	0	E	C	C	S	E	A	C	S	C	B	F W
Nachtigal(Coliseum)		116	A	100	S	S	B	S	S	S	B	S	D	B	F W
Nachtigal(Fractured)		52-71	A	300	A	A	B	C	A	C	B	D	D	B	F W
Nachtigal's Shadow		85-105	S	300	S	A	A	C	S	E	A	E	D	B	F W
Prickle Spider		12-16	C	0	C	C	D	E	C	A	C	E	E	E	F W
Clukkit		40-70	E	0	C	C	E	A	C	B	E	B	B	S	F W
Clukkit(Coliseum)		66	E	0	C	C	E	A	C	B	E	B	B	S	F W
Neighbor Hawk		55-59	E	0	C	C	C	A	C	C	C	A	S	E	F W
Neo Dragon		25-51	B	50	A	A	C	C	A	C	C	C	E	D	F W
Nocturnal Mandragora		45-49	D	0	E	C	B	S	E	A	C	A	C	C	F W
Ghastly Stump		24-71	S	400	A	A	A	C	A	C	A	E	E	E	F W
Ghastly Stump (Coliseum)		31	A	400	A	A	B	C	A	C	B	D	E	E	F W
Ghastly Stump EX		123-170	S	400	S	A	S	C	S	E	S	E	E	E	F W
Harpy		31-70	D	0	D	C	C	S	D	A	C	S	B	E	F W
Hydro Blade		52-71	S	400	S	B	B	C	A	D	A	E	E	C	F W
Hydro Blade (Coliseum)		81	A	400	A	A	B	E	A	B	B	E	E	C	F W
Hydro Blade EX		151-170	S	400	S	B	A	C	S	E	A	E	E	C	F W
Pyro Basilisk		40-71	B	0	S	E	B	D	A	E	B	D	C	D	F W
Bluetaur		35-42	S	300	A	B	B	C	A	D	B	D	D	A	F W
Bluetaur (Coliseum)		41	B	200	A	S	B	S	A	A	B	A	D	A	F W
Bluetaur EX		104-111	S	300	S	B	A	D	S	E	A	E	D	A	F W
Bacura		4-70	B	0	B	C	B	C	B	C	B	C	B	C	F W
Vulture		6-10	E	0	C	C	C	A	C	C	C	A	S	E	F W
Basilisk		23-70	E	0	D	C	D	A	D	B	D	B	B	S	F W
Butterfly		14-18	D	0	E	C	C	S	E	C	C	A	S	C	F W
Bat(1)		39-70	E	0	D	C	D	A	E	B	D	B	S	A	F W
Bat(2)		66-70	B	0	C	E	D	E	C	E	C	E	S	A	F W
Bog Polwigle		46-70	E	0	E	C	D	A	E	A	D	A	B	D	F W
Bog Ribbit		46-70	E	0	C	C	E	A	C	B	E	B	B	S	F W
Bog Chirpee		14-19	E	0	E	C	E	A	E	A	E	A	B	S	F W
Bog Plant		46-70	C	0	E	C	B	C	D	A	B	C	E	B	F W
Exodus Stalwart		9-13	D	0	C	A	E	D	C	A	E	C	D	D	F W
Hangerzamm		24-71	A	400	A	A	B	C	A	B	C	E	D		F W
Hammerzamm		41-72	S	400	S	B	B	C	A	D	B	E	D	A	F W
Hammerzamm (Coliseum)		49	A	400	S	A	B	B	A	D	B	E	D	A	F W
Hammerzamm EX		89-120	S	400	S	C	A	C	S	E	A	E	D	A	F W
Bee		24-28	E	0	D	C	D	A	D	B	D	B	S	S	F W
Bisley		77-81	S	60	S	D	B	D	S	E	B	E	S	S	F W
Bisley (Coliseum)		121	S	100	S	B	A	C	S	E	A	E	E	C	F W
Striker Crab Man		40-51	C	0	C	C	C	E	C	B	C	E	E	D	F W
Peepit		40-70	E	0	E	C	D	A	E	A	D	A	B	D	F W
Hill Shade		55-59	D	0	D	C	C	S	D	A	C	S	C	C	F W
Hill Boar		55-59	C	0	B	A	E	D	B	A	E	C	E	E	F W
Fire Element		67-72	E	0	D	C	D	A	D	B	D	B	S	S	F W
Fire Golem		32-70	B	0	B	A	E	E	B	A	E	D	E	E	F W
Fire Djinn		32-70	D	0	E	C	B	S	E	A	B	A	B	C	F W
Fire Teagle (Coliseum)		61	A	400	S	S	A	E	S	A	D	A	S	B	F W
Fire Dragon (Coliseum)		106	B	50	A	A	C	C	A	C	C	C	E	D	F W
Fire Bat		32-70	E	0	D	C	D	A	E	B	D	B	S	A	F W
Fire Hawk		32-70	E	0	C	C	C	A	C	C	C	A	S	E	F W
Ethereal Teagle (Coliseum)		101	E	0	D	C	D	A	D	B	D	B	S	C	F W
Faust Djinn		15-20	B	80	A	C	B	C	B	A	E	C	B	E	F W
Prism Beak		31-70	C	0	C	C	E	E	C	B	D	D	D	E	F W
Rime Cat		33-70	E	0	D	C	D	A	D	B	D	B	S	C	F W
Crimson Servant		86-96	B	0	E	E	E	B	E	C	E	B	B	D	F W
Azure Servant		86-96	B	0	B	E	D	E	A	E	C	C	B		F W
Fortune Stepper		48-52	S	200	B	E	B	B	B	D	B	D	S	S	F W
Fortune Stepper (Coliseum)		76	B	200	B	D	B	B	C	D	B	C	S	S	F W
Fortune Stepper EX		117-121	S	200	A	E	A	B	A	E	A	E	S	S	F W
Fillsylph		34-41	D	0	E	C	C	S	E	A	C	S	C	B	F W
Fillndine		34-41	D	0	E	C	C	S	E	A	C	S	C	B	F W
Fillgnome		34-41	D	0	E	C	C	S	E	A	C	S	C	B	F W
Fillfolia		24-28	D	0	E	C	C	S	E	A	C	S	C	B	F W
Fillfreet		34-41	D	0	E	C	C	S	E	A	C	S	C	B	F W
Pterobronc (Coliseum)		27	A	300	S	A	C	S	E	A	E	B	S		F W
Azure Hawk (Coliseum)		25	E	0	C	C	C	A	C	C	C	A	S	E	F W
Floral Cat		23-70	E	0	D	C	D	A	D	B	D	B	S	C	F W
Floral Harpy		15-55	D	0	D	C	C	S	D	A	C	S	B	E	F W
Floral Butterfly		15-55	D	0	E	C	C	S	E	C	C	A	S	C	F W
Tundra Plant		32-70	C	0	E	C	B	C	D	A	B	C	E	B	F W
Magma Scorpion		32-70	C	0	C	C	D	E	C	A	C	E	E	E	F W
Shield Boar		38-75	C	0	B	A	E	D	B	A	E	C	E	E	F W
Fillhelia		31-70	D	0	E	C	C	S	E	A	C	S	C	B	F W
Wilted Fillfolia		25-76	D	0	E	C	C	S	E	A	C	S	C	B	F W
Brutaur(Coliseum)		41	A	200	A	A	D	A	C	A	E	D	A		F W
Pluto		95-105	S	999	S	D	A	B	S	E	A	E	E	D	F W
Blaze Claw		33-71	S	300	A	B	B	C	A	C	B	D	D	A	F W
Blade Beak		25-51	C	0	C	C	E	E	C	B	D	D	D	E	F W
Flame Doll (Coliseum)		101	D	0	E	C	B	S	E	A	B	A	B	C	F W
Fresa (Fractured)		52-71	B	50	E	E	B	S	D	D	B	S	D	B	F W
Fresa's Shadow		85-105	S	100	S	E	S	A	S	E	S	E	D	B	F W
Protek Spider (Coliseum)		21	C	2	C	C	D	E	C	A	C	E	E	E	F W
Bronze Bacura		14-76	B	0	B	C	B	C	B	C	B	C	B	C	F W
Rebel Technician		1-4	D	0	C	A	E	D	C	A	E	C	D	D	F W
Lüttar (Coliseum)		31	C	0	C	C	C	E	C	B	C	E	C	D	F W
Penguinist		34-41	E	0	C	C	C	A	C	C	C	A	S	E	F W
Boar		24-28	C	0	B	A	E	D	B	A	E	C	E	E	F W
Hawk		24-28	E	0	C	C	C	A	C	C	C	A	S	E	F W
Pollen Bee		18-22	E	0	D	C	D	A	D	B	D	B	S	S	F W
Burrow Goblin		25-51	E	0	D	C	C	A	D	B	D	B	B	A	F W
Shaft Skeleton		39-70	E	0	D	C	D	A	D	C	E	A	A	A	F W
Mine Plant		38-75	C	0	E	C	B	C	D	A	B	C	E	B	F W
Mine Plant (Berserk)		47-70	B	100	A	S	B	C	A	A	B	D	E	B	F W
Brindle Cat		40-70	E	0	D	C	D	A	D	B	D	B	S	C	F W
Maxwell (Fractured)		68-73	S	150	A	D	A	B	A	D	A	E	E	D	F W
Maxwell's Shadow		85-105	S	300	S	D	S	B	S	E	S	E	E	D	F W
Malachite Beak		13-31	B	100	S	E	C	D	A	E	C	E	A	S	F W
Muzét		67-71	B	0	B	E	B	S	B	D	B	S	C	A	F W
Muzét (Catalyst)		24-28	A	100	A	D	A	B	A	D	A	D	D	B	F W
Muzét (Catalyst&Enslaved)		69-74	A	120	A	D	A	B	A	D	A	E	D	B	F W
Muzét(Coliseum)		111	A	40	A	D	A	C	A	D	A	E	C	A	F W
Muzét's Shadow		115-135	S	60	S	E	S	S	S	E	S	E	C	A	F W
Milla(Coliseum)		111	A	40	A	D	A	B	A	D	A	E	C	B	F W
Milla(1)		63-67	A	0	C	E	B	A	C	D	C	B	C	B	F W
Milla(2)		67-71	B	0	B	E	B	S	B	D	B	S	C	B	F W
Milla's Shadow(1)		85-105	S	80	S	D	S	B	S	E	S	E	C	B	F W
Milla's Shadow(2)		115-135	S	80	S	D	S	A	S	E	S	E	C	B	F W
Mint(Coliseum)		141	A	90	A	D	S	A	D	S	E	C	D		F W
Mechanical Golem (Coliseum)		34	B	50	B	A	E	E	B	A	E	D	E	E	F W
Megistus Treant		15-55	C	0	B	S	D	E	B	A	D	D	E	E	F W
Megistus Harpy (Coliseum)		52	D	0	D	C	C	S	D	A	C	S	B	E	F W
Megistus Mandragora (Coliseum)		55	D	0	E	C	B	S	E	A	C	A	C	C	F W
Meniphto		9-13	C	0	C	C	E	E	C	B	E	E	D	S	F W
Meniphto - Mk IV (Coliseum)		31	C	20	C	C	E	E	C	B	E	E	D	S	F W
Melancholic Soul		65-71	B	0	B	S	B	E	B	A	C	D	D	E	F W
Melancholic Decay		65-71	S	200	S	D	B	B	A	E	B	C	A	E	F W
Exoplasma(1)		49-86	S	0	S	B	B	C	S	E	B	D	C	A	F W
Exoplasma(2)		49-86	B	0	C	S	B	E	C	A	C	E	D	D	F W
Exoplasma(3)		49-86	B	0	C	S	B	E	C	A	C	E	D	D	F W
Exoplasma (Coliseum)		43	B	0	A	B	B	E	A	B	D	C	A		F W
ExoplasmaEX(1)		118-155	S	0	S	B	A	C	S	E	A	E	C	A	F W
ExoplasmaEX(2)		118-155	B	0	A	S	B	E	A	A	B	E	D	D	F W
ExoplasmaEX(3)		118-155	B	0	A	S	B	E	A	A	B	E	D	D	F W
Moralzamm		25-29	S	400	S	B	B	D	A	D	B	E	D	A	F W
Moralzamm (Coliseum)		35	B	400	A	S	B	D	A	A	B	E	D	A	F W
Moralzamm EX		74-78	S	400	S	A	A	C	S	E	A	E	D	A	F W
Mon Grunt		32-41	D	0	D	E	E	D	E	C	E	C	A	B	F W
Mon Grunt		32-41	D	0	C	A	E	D	C	A	E	C	D	D	F W
Unicorn		34-41	E	0	D	C	C	A	D	B	C	B	A	S	F W
Unicorn (Coliseum)		111	A	0	A	D	A	B	A	D	A	S	A	S	F W
Rune Butterfly (Coliseum)		35	D	0	E	C	C	S	E	C	C	A	S	C	F W
Ludger(Coliseum)		111	A	0	A	B	A	C	A	D	A	E	B	B	F W
Ludger's Shadow		115-135	S	80	S	A	A	C	S	E	A	E	B	B	F W
Leia		67-71	B	0	B	D	B	B	B	D	B	C	S	A	F W
Leia(Coliseum)		111	A	40	A	A	B	C	A	D	B	D	S	A	F W
Leia's Shadow		115-135	S	60	S	D	A	S	S	E	A	C	S	A	F W
Red Rock Tortoise		55-59	C	0	B	C	E	E	B	B	E	D	E	D	F W
Rowen		67-71	B	0	C	D	A	S	C	C	A	S	E	A	F W
Rowen(Coliseum)		111	A	100	B	D	A	S	B	C	A	E	E	A	F W
Rowen ?		8-12	A	100	B	E	B	B	B	D	B	C	D	B	F W
Rowen's Shadow		115-135	S	60	S	E	S	S	S	E	S	E	E	A	F W
Rock Djinn		39-70	D	0	E	C	B	S	E	A	B	A	B	C	F W
Worm Shade		39-70	D	0	D	C	C	S	D	A	C	S	C	C	F W
Wild Boar		6-10	C	0	B	A	E	D	B	A	E	C	E	E	F W
Wandering Skeleton		48-52	B	200	S	B	B	C	A	D	B	E	A	A	F W



Data

Trophies and Title Data

TITLE & TROPHY	Description	Grade	Rank	Order	Conditions
Enemy Seeker	You've registered enough monsters in your list that you can officially call it a list!	10			Enemy species recorded.
Enemy Disciple	You've registered enough monsters in your list that it's now more like a dictionary!	30			Enemy species recorded.
Enemy Sage	You've registered enough monsters in your list that it's now more like an encyclopedia!	50	BRONZE	1	Enemy species recorded.
Item Grabber	You've managed to collect a slightly above average array of items!	10			Item recorded.
Item Collector	The number of items you've collected is larger than a rich man's grocery list before he throws a huge shindig!	30			Item recorded.
Item Fanatic	You've proven that, if it exists, you WILL find it and add it to your collection!	50	BRONZE	2	Item recorded.
Occasional Skit Viewer	You've held quite a few conversations with the citizenry!	50			Long skit played.
Obsessive Skit Viewer	If they have something to say, you've heard them say it. What a social butterfly!	100			Long skit played.
Rieze Maxian Treasure Hunter	You found some treasure boxes lying around Rieze Maxia...	10			Treasure chest found in Rieze Maxia.
Elympion Treasure Hunter	You found some treasure boxes lying around Elympios...	10			Treasure chest found in Elympios
Treasure Hoarder	There's a higher concentration of treasure in your bags than there is in the world around you. To heck with osmosis!	50			Treasure chest found in Rieze Maxia and Elympios.
Loot Liker	The first step in a long career of gathering random treasure!	10			Random treasure sites checked.
Loot Liege	You've found a lot of random treasure, but you've still a lot more to go!	30			Random treasure sites checked.
Loot Lord	How can one person possibly have found so much treasure?!	50			Random treasure sites checked.
Foodie	You've produced enough food to feed a small army! A VERY small army...	10			Dish effect used.
Wonder Chef	You've produced enough food to cure hunger worldwide! For a couple hours, at least.	30			Dish effect used.
Master Chef	You're a cooking machine! No stomach shall ever be empty again!	50			Dish effect used.
Elite Hunter	You clearly have some pluck when it comes to fighting Elite Monsters...	10			Defeated Elite Monster.
Elite Slayer	You are a veteran slayer of elite monsters. I bet your den is just littered in trophies!	30			Defeated Elite Monster.
Elite Annihilator	You're the greatest hunter alive!	50	BRONZE	8	Defeated Elite Monster.
Kitty Dispatcher	Awarded to anyone who starts using their network of kitties!	10			Used kitty dispatch.
Cat-tastic!	You found 100 kitties!	30			Caught all 100 kitties.
The Cat's Meow	You completed the item list for every area! You've gotta be kittying me!	50	BRONZE	9	Completed item available for all locations in kitty dispatch.
Poker Face	You know how to make even a bad hand work to your advantage... Well played!	50			Poker chips won.
Maverick	You're so lucky (and possibly addicted...) that I bet you'd even gamble with your life!	100	SILVER	48	Poker chips won.
Wooden Token	Proof of your rank as an agent. You're still a baby bird...	5			Agent point has reached certain value.
Wooden Badge	Proof of your rank as an agent. Still a baby bird, but with a cute beak!	10			Agent point has reached certain value.
Wooden Seal	Proof of your rank as an agent. Baby bird, but squawks like it's people!	15			Agent point has reached certain value.
Wooden Medal	Proof of your rank as an agent. Your feathers are starting to come in nicely!	20			Agent point has reached certain value.
Bronze Token	Proof of your rank as an agent. Just a flightless fledgling...	25			Agent point has reached certain value.
Bronze Badge	Proof of your rank as an agent. You can hop and flap, but it's hardly flight!	30			Agent point has reached certain value.
Bronze Seal	Proof of your rank as an agent. Hey! The baby chick got about 15 seconds of hang time! Nice work!	35			Agent point has reached certain value.
Bronze Medal	Proof of your rank as an agent. The baby chick can fly all by itself!	40			Agent point has reached certain value.
Silver Token	Proof of your rank as an agent. Starting to leave the nest, are ya?	45			Agent point has reached certain value.
Silver Badge	Proof of your rank as an agent. Look at you, flying around all free!	50			Agent point has reached certain value.
Silver Seal	Proof of your rank as an agent. Beginning to strut around like the cock of the walk, huh?	55			Agent point has reached certain value.
Silver Medal	Proof of your rank as an agent. You're beginning to plot migration routes like a grown-up birdie now!	60			Agent point has reached certain value.
Gold Token	Proof of your rank as an agent. Such beautiful plumage!	65			Agent point has reached certain value.
Gold Badge	Proof of your rank as an agent. A majestic specimen indeed!	70			Agent point has reached certain value.
Gold Seal	Proof of your rank as an agent. Wait, you're starting to turn your foes to stone! What the?!	75			Agent point has reached certain value.
Gold Medal	Proof of your rank as an agent. Hey, you aren't a baby chick! You're a fearsome cockatrice!	80			Agent point has reached certain value.
Master Medal	Proof of your rank as an agent. Okay, fine, we'll admit it. You rock. There, you happy now?! Sheesh!	100			Agent point has reached certain value.
Jack of All Trades	The toast of the town, helping out everyone in need...	50			Quest accomplished.
Jude's Pal	Marks your relationship with Jude. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Jude's Cohort	Marks your relationship with Jude. You talk about your hopes and dreams...	40			Affinity reached certain value. (Heart icon: 5)
Jude's Bosom Buddy	Marks your relationship with Jude. You're soulmates!	100	BRONZE	10	Affinity reached certain value. (Heart icon: 10)
Milla's Bud	Marks your relationship with Milla. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Milla's Good Friend	Marks your relationship with Milla. You talk about deep, personal issues...	40			Affinity reached certain value. (Heart icon: 5)
Milla's Best Friend	Marks your relationship with Milla. You don't even talk anymore. You just sit and read each other's minds!	100	BRONZE	11	Affinity reached certain value. (Heart icon: 10)
Alvin's Chum	Marks your relationship with Alvin. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Alvin's Confidant	Marks your relationship with Alvin. You talk about manly things and chicks...	40			Affinity reached certain value. (Heart icon: 5)
Alvin's Accomplice	Marks your relationship with Alvin. You guys are bros-for-life!	100	BRONZE	12	Affinity reached certain value. (Heart icon: 10)
Elize's Playmate	Marks your relationship with Elize. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Elize's Sweetheart	Marks your relationship with Elize. You talk about homework and ice cream...	40			Affinity reached certain value. (Heart icon: 5)
Elize's Soulmate	Marks your relationship with Elize. Your love knows no bounds!	100	BRONZE	13	Affinity reached certain value. (Heart icon: 10)
Rowen's Associate	Marks your relationship with Rowen. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Rowen's Protege	Marks your relationship with Rowen. You talk about "the good ol' days" a lot...	40			Affinity reached certain value. (Heart icon: 5)
Rowen's Comrade	Marks your relationship with Rowen. You're like old army buddies!	100	BRONZE	14	Affinity reached certain value. (Heart icon: 10)
Leia's Peer	Marks your relationship with Leia. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Leia's Companion	Marks your relationship with Leia. You talk, like, all the time...	40			Affinity reached certain value. (Heart icon: 5)
Leia's BFF	Marks your relationship with Leia. You finish each other's sentences and gossip about everyone all the time!	100	BRONZE	15	Affinity reached certain value. (Heart icon: 10)
Gaius' Ally	Marks your relationship with Gaius. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Gaius' Sidekick	Marks your relationship with Gaius. You talk about sake and conquests...	40			Affinity reached certain value. (Heart icon: 5)
Gaius' Partner in Crime	Marks your relationship with Gaius. You two are adorable, window-shopping for katanas together!	100	BRONZE	16	Affinity reached certain value. (Heart icon: 10)
Muzét Admirer	Marks your relationship with Muzét. You're close acquaintances.	10			Affinity reached certain value. (Heart icon: 2)
Muzét Suitor	Marks your relationship with Muzét. You talk about politics and fashion...	40			Affinity reached certain value. (Heart icon: 5)
Muzét Biggest Fan	Marks your relationship with Muzét. You're so close you have pet names for each other! How disgusting!	100	BRONZE	17	Affinity reached certain value. (Heart icon: 10)
Besties 4 Ever!	Your affinity with your friends is so high that your arms are sore from all the hugging!	200	SILVER	18	Affinity for all characters maxed and all Event Quest episodes completed.
Perfect Body	You're good enough. You're smart enough. And doggone it, people like you!	200	SILVER	19	Seen debt extinguish ending.
Codependency	Maybe it's time to cut the umbilical cord and live your own life...	200	SILVER	20	Seen coliseum ending.
Wielder of the Dark Spear	Transformations, deja vu, dark monsters... What the heck is going on?!	10			According to story progression.
Debt to Rights	Looks like you've been slapped with a big, fat debt. Nothing you can do about it except pay it off. Good luck!	10			According to the story progression.
Brotherly Love	The only way to get to the bottom of what's going on is to find Julius. Start looking for clues!	10			According to the story progression.
Alley-Cat Detective	You solved the mystery of the back-alley demon, and you made some new friends in the process!	20			According to the story progression.
Spyrite Smasher	You were triumphant over the spyrite Volt.	20			According to the story progression.
Dimensional Agent	As an agent, your duty is to destroy the Fractured Dimensions.	30			According to the story progression.
Fracture Dismantler	You've destroyed your first Fractured Dimension. But hey, you had to, right?	40	BRONZE	21	According to the story progression.
The King and I	Proof that you have earned the favor of King Gaius. Whatever you do, don't mess it up!	40			According to the story progression.
His Protector	Proof of your resolve as a protector.	40			According to the story progression.
Lost Civilization	Worlds, civilization, relics... Everything gets destroyed eventually. And that's exactly where YOU come in!	50			According to the story progression.
Maxwell Summoner	Proof that you have summoned Milla Maxwell... but at a rather hefty cost!	60			According to the story progression.
Chromatist	A title for the strongest Chromatus bearer. If the bearer is defeated, the title will be passed on.	60	BRONZE	22	According to the story progression.
Settler of Canaan	A title reserved for those who have discovered the Land of Canaan.	70			According to the story progression.
Vice President of Spirius	You have served Spirius well, but there's still more you can do...	70			According to the story progression.
Julius' Brother	Aw, how cute! He's following in his brother's footsteps!	80			According to the story progression.
Blood Brothers	The ultimate destination of the two brothers. May they rest in peace.	200	BRONZE	23	Seen Julius' Ending.
The Fatalist	Will the same destiny befall you once again? That depends on your choices!	200	SILVER	25	Seen Ludger's Ending
Beyond Judgment	Some things cannot be changed. In those situations, let go of regret.	500	GOLD	24	Chapter 15 completed (seen Elle's Ending).
Chromatus Control	You sealed away your Chromatus abilities through sheer force of will!	100	SILVER	7	After Chapter 13 completed. Use of Chromatus ability is under 50.
Monster Battler	You've got a few battles under your belt.	10			Total encounter.
Monster Abolisher	You're pretty experienced in combat.	30			Total encounter.
Monster Annihilator	You're a god on the battlefield!	50	BRONZE	3	Total encounter.
Student of Rare Monsters	You've fought a few rare monsters.	10			Defeated special symbol enemies.
Researcher of Rare Monsters	You actively hunt and kill rare monsters.	30			Defeated special symbol enemies.
Expert in Rare Monsters	You've killed so many rare monsters that you have surely rendered several species extinct! Way to go, you!	50			Defeated special symbol enemies.
Combo Maker	You know how to string a combo together.	10			Max combo.
Combo Artiste	Your highest combo is pretty exceptional.	30			Max combo.
Combo Virtuoso	You are the master at crafting a c-c-c-combo!	50	BRONZE	4	Max combo.
Prankster	You have gotten a few power hits. Beginner's luck!	10			Applied attack with enemy weak attribute.
Trickster	Your power hit count is pretty impressive.	30			Applied attack with enemy weak attribute.
Artificer	You know how to really target a weak point and exploit it! Well done!	50			Applied attack with enemy weak attribute.
Combo'ist	You have had some power combos. Big whoop.	10			Successful power combos.
Combo'er	You're getting the hang of power combos...	30			Successful power combos.
Combo'est	When you look up "power combo" in a dictionary, there's a picture of you, with a big, goofy grin!	50			Successful power combos.
Liker of Links	You're getting the hang of Linked Artes.	10			Linked Artes usage.
Liege of Links	You know how and when to unleash Linked Artes most effectively.	30			Linked Artes usage.
Lord of Links	You are an inspiration for would-be Linked Arte-ists everywhere!	50	BRONZE	5	Linked Artes usage.
Joiner of Chains	Guess who has two thumbs and knows how to do a Linked arte chain? You! (Unless you DON'T have thumbs, in which case we apologize.)	10			Linked Arte Chains usage.
Forger of Chains	You know the ins and outs and all-abouts of Linked Arte Chains! You are a menace in Over Limit mode!	20			Linked Arte Chains usage.
Master of Chains	It's like you have a degree in Linked Arte Chains! Or at the very least, you went to space camp and picked up a few things!	30	BRONZE	6	Linked Arte Chains usage.
Invaluable Ally	You officially have demonstrated that you know the basics of auto-item use.	10			Auto-Item usage.
Close Confidant	You and auto-item go together like peas... and MORE peas!	30			Auto-Item usage.
Hands-Off Leader	You are such a veteran of auto-item use that if you were a hoarder, your garage would look empty because you already auto-used it all!	50			Auto-Item usage.
Master Agent	Dual blades, dual pistols, and sledgehammer?! You mastered all the tricks of the trade!	50			Ludger: Artes and Skill learned has reached certain value.
Black Belt	Jude knows what it takes to beat enemies up with martial artes moves... whilst healing his friends!	50			Jude: Artes and Skill learned has reached certain value.
Lord of Spirits	Milla has mastered the power of The Four.	50			Milla: Artes and Skill learned has reached certain value.
Mercenary Legend	Alvin has proved his worth with both the gun and the greatsword.	50			Alvin: Artes and Skill learned has reached certain value.
Graduate Channeler	Elize has demonstrated how versatile she is: She can weave the dark artes as well as craft healing circles for her allies!	50			Elize: Artes and Skill learned has reached certain value.
Genius Tactician	Rowen is proficient in rapier'ing and in baton'ing.	50			Rowen: Artes and Skill learned has reached certain value.
Grandmaster-to-Be	Leia has displayed mastery with the staff as well as with healing artes.	50			Leia: Artes and Skill learned has reached certain value.
Wandering King	Gaius is a genuine warrior, able to slay enemies with his katana in a single stroke.	50			Gaius: Artes and Skill learned has reached certain value.
Femme Fatale	Muzét is officially the worlds' greatest enchantress, able to charm anyone into doing just about anything...	50			Muzét: Artes and Skill learned has reached certain value.
Main Character Clan	Proof that Ludger and Jude spend a lot of time linked together.	10			Ludger & Jude: Sum total time of linked state has reached 15 min.
Weapons and Elements	Proof that Ludger and Milla spend a lot of time linked together.	10			Ludger & Milla: Sum total time of linked state has reached 15 min.
Guns, Guns, Guns	Proof that Ludger and Alvin spend a lot of time linked together.	10			Ludger & Alvin: Sum total time of linked state has reached 15 min.
Big Bro and Lil Sis	Proof that Ludger and Elize spend a lot of time linked together.	10			Ludger & Elize: Sum total time of linked state has reached 15 min.
Cool and Classy	Proof that Ludger and Rowen spend a lot of time linked together.	10			Ludger & Rowen: Sum total time of linked state has reached 15 min.
Senior Correspondents	Proof that Ludger and Leia spend a lot of time linked together.	10			Ludger & Leia: Sum total time of linked state has reached 15 min.
Ultimate Abyss	Proof that Ludger and Gaius spend a lot of time linked together.	10			Ludger & Gaius: Sum total time of linked state has reached 15 min.
Human and Spirit Phantasia	Proof that Ludger and Muzét spend a lot of time linked together.	10			Ludger & Muzét: Sum total time of linked state has reached 15 min.
The Fated Duo	Proof that Jude and Milla spend a lot of time linked together.	10			Jude & Milla: Sum total time of linked state has reached 15 min.
Brothers in Arms	Proof that Jude and Alvin spend a lot of time linked together.	10			Jude & Alvin: Sum total time of linked state has reached 15 min.
Genuine Allies	Proof that Jude and Elize spend a lot of time linked together.	10			Jude & Elize: Sum total time of linked state has reached 15 min.
Pupil and Master	Proof that Jude and Rowen spend a lot of time linked together.	10			Jude & Rowen: Sum total time of linked state has reached 15 min.
Allies Since Childhood	Proof that Jude and Leia spend a lot of time linked together.	10			Jude & Leia: Sum total time of linked state has reached 15 min.
Moody Blues	Proof that Milla and Alvin spend a lot of time linked together.	10			Milla & Alvin: Sum total time of linked state has reached 15 min.
Champions of Graces	Proof that Milla and Elize spend a lot of time linked together.	10			Milla & Elize: Sum total time of linked state has reached 15 min.
Amazing Symphonia	Proof that Milla and Rowen spend a lot of time linked together.	10			Milla & Rowen: Sum total time of linked state has reached 15 min.
Shining Vesperia	Proof that Milla and Leia spend a lot of time linked together.	10			Milla & Leia: Sum total time of linked state has reached 15 min.
Protector and Protected	Proof that Alvin and Elize spend a lot of time linked together.	10			Alvin & Elize: Sum total time of linked state has reached 15 min.
Warriors of Rebirth	Proof that Alvin and Rowen spend a lot of time linked together.	10			Alvin & Rowen: Sum total time of linked state has reached 15 min.
Allies of Eternia	Proof that Alvin and Leia spend a lot of time linked together.	10			Alvin & Leia: Sum total time of linked state has reached 15 min.
The Servant and the Lamb	Proof that Elize and Rowen spend a lot of time linked together.	10			Alvin & Rowen: Sum total time of linked state has reached 15 min.
Heroines of Innocence	Proof that Elize and Leia spend a lot of time linked together.	10			Elize & Leia: Sum total time of linked state has reached 15 min.
Spirited Pair	Proof that Rowen and Leia spend a lot of time linked together.	10			Rowen & Leia: Sum total time of linked state has reached 15 min.
Fighters of Destiny	Proof that Jude and Gaius spend a lot of time linked together.	10			Gaius & Jude: Sum total time of linked state has reached 15 min.
Kings of Legendia	Proof that Milla and Gaius spend a lot of time linked together.	10			Gaius & Milla: Sum total time of linked state has reached 15 min.
The Cool Guys	Proof that Alvin and Gaius spend a lot of time linked together.	10			Gaius & Alvin: Sum total time of linked state has reached 15 min.
Pink 'n' Black	Proof that Gaius and Elize spend a lot of time linked together.	10			Gaius & Elize: Sum total time of linked state has reached 15 min.
Civil Servants of Rieze Maxia	Proof that Rowen and Gaius spend a lot of time linked together.	10			Gaius & Rowen: Sum total time of linked state has reached 15 min.
Sword and Rod	Proof that Leia and Gaius spend a lot of time linked together.	10			Gaius & Leia: Sum total time of linked state has reached 15 min.
Final-Boss Buds	Proof that Gaius and Muzét spend a lot of time linked together.	10			Gaius & Muzét: Sum total time of linked state has reached 15 min.
Ex-Rivals	Proof that Jude and Muzét spend a lot of time linked together.	10			Muzét & Jude: Sum total time of linked state has reached 15 min.
Spirit Sisters	Proof that Milla and Muzét spend a lot of time linked together.	10			Muzét & Milla: Sum total time of linked state has reached 15 min.
The Libertines	Proof that Alvin and Muzét spend a lot of time linked together.	10			Muzét & Alvin: Sum total time of linked state has reached 15 min.
Demonic Duo	Proof that Elize and Muzét spend a lot of time linked together.	10			Muzét & Elize: Sum total time of linked state has reached 15 min.
Dynamic Duo	Proof that Rowen and Muzét spend a lot of time linked together.	10			Muzét & Rowen: Sum total time of linked state has reached 15 min.
Tempest Twins	Proof that Leia and Muzét spend a lot of time linked together.	10			Muzét & Leia: Sum total time of linked state has reached 15 min.
Transformation Dabbler	You know how to transform. Yay!	10			Number of time transformed (Ludger).
Transformation Spree	You clearly are having an identity crisis by how many times you've transformed...	30			Number of time transformed (Ludger).
Transformation Rampage	You've transformed enough to justify your very own superhero TV show!	50	BRONZE	26	Number of time transformed (Ludger).
Snap Pivot Ninja	Jude has used a number of Snap Pivots.	10			Use of Snap Pivots when chose Jude as controllable character.
Snap Pivot Demon	Jude's Snap Pivoting is the stuff of legend.	30			Use of Snap Pivots when chose Jude as controllable character.
Snap Pivot Deity	We are officially going to begin tracking the times when Jude is NOT Snap Pivoting instead!	50	BRONZE	27	Use of Snap Pivots when chose Jude as controllable character.
Min-well	Milla Spirit Shifted a few times. Good going.	10			Use of Spirit Shift when chose Milla as controllable character.
Mid-well	Milla Spirit Shifts so often that we all use a "z" when writing about her mad skillz.	30			Use of Spirit Shift when chose Milla as controllable character.
Max-well	In the history of Spirit Shifting, no one spirit shifts as often as Milla.	50	BRONZE	28	Use of Spirit Shift when chose Milla as controllable character.
Charge-a-rama	Alvin's had some successes with Charging...	10			Use of Charge when chose Alvin as controllable character.
The Charge-nator	Put away the cash: Alvin knows how to Charge!	30			Use of Charge when chose Alvin as controllable character.
Prince Charging	Alvin now just spends full episodes Charging up. He used to be so fun before!	50	BRONZE	29	Use of Charge when chose Alvin as controllable character.
Tempo Change	Elize is all about Teepo Switching.	10			Use of Teepo Switch when chose Elize as controllable character.
Tempo Modulation	Elize has perfected the art of Teepo Switching.	30			Use of Teepo Switch when chose Elize as controllable character.
Tempo Flux	Elize has quit her day job and now just uses Teepo Switching all day long!	50	BRONZE	30	Use of Teepo Switch when chose Elize as controllable character.
Forte	Rowen has used his Arte Tuning ability a bit.	10			Use of Arte Tuning when chose Rowen as controllable character.
Fortissimo	Rowen has used his Arte Tuning ability a lot.	30			Use of Arte Tuning when chose Rowen as controllable character.
Fortississimo	Rowen has basically over-stayed his welcome using the Arte Tuning ability.	50	BRONZE	31	Use of Arte Tuning when chose Rowen as controllable character.
Elongating Powers	Leia has used her Elongating Staff ability a fair number of times.	10			Use of Elongating Staff when chose Leia as controllable character.
Elongating Mysteries	Leia's Elongating Staff ability has reared its head on quite a few occasions now.	30			Use of Elongating Staff when chose Leia as controllable character.
Elongating Dogma	Leia has used her Elongating Staff ability so much that we're pretty sure it's stuck in that position...	50	BRONZE	32	Use of Elongating Staff when chose Leia as controllable character.
Retribution	Gaius has demonstrated here and anon that he and he alone has figured out how to use his Retribution ability.	10			Use of Retribution when chose Gaius as controllable character.
Revenge	Gaius has demonstrated that when Retribution must be doled out, he is the most apt to do the doling.	30			Use of Retribution when chose Gaius as controllable character.
Wrath	See that pile of bodies? That's just Gaius sleep-Retribution'ing his enemies. It's all second nature to him now.	50	BRONZE	33	Use of Retribution when chose Gaius as controllable character.
Acolyte of Warping	Muzét has used Emergency Warp enough times to warrant a freebie title. Here!	10			Use of Emergency Warp when chose Muzét as controllable character.
Master of Warping	Muzét uses Emergency Warp so much that we are pretty sure they have not all been real "emergencies"...	30			Use of Emergency Warp when chose Muzét as controllable character.
Empress of Warping	Kids sing songs about Muzét and her Emergency Warp prowess.	50	BRONZE	34	Use of Emergency Warp when chose Muzét as controllable character.
Part-Time Mime	Ludger's Mirror ability has come into play a few times, at least.	10			Ludger's Mirror skill usage.
Full-Time Mime	Ludger spends hours in front of a mirror, perfecting his Mirror talents. Soon, he'll be writing checks in your name!	30			Ludger's Mirror skill usage.
Sublime-Time Mime	So proficient is Ludger at the Mirror ability that he sometimes forgets which face is his own!	50	BRONZE	35	Ludger's Mirror skill usage.
Physician-in-Training	Jude has used his Restore ability a few times in battle.	10			Jude's Restore skill usage.
Novice Physician	Jude's constant use of Restore proves that the best offense is a good defense.	30			Jude's Restore skill usage.
Missionary Physician	Okay, Jude, stop using Restore and go attack something, will you?!	50	BRONZE	36	Jude's Restore skill usage.
Apprentice Binder	Milla's Bind is a frequent houseguest.	10			Milla's Bind skill usage.
Skilled Binder	Milla's Bind ability is almost like a third wheel, it shows up so much!	30			Milla's Bind skill usage.
Binding Queen	What do Milla's Bind ability and bad grammar have in common? They both get used. A lot!	50	BRONZE	37	Milla's Bind skill usage.
Basic Breaker	Alvin is good at breaking things.	10			Alvin's Breaker skill usage.
Deft Breaker	Alvin is better at breaking things.	30			Alvin's Breaker skill usage.
Expert Breaker	Alvin is the best at breaking things.	50	BRONZE	38	Alvin's Breaker skill usage.
Soul Tapper	Elize's Teepo Drain ability sure is handy!	10			Elize's Teepo Drain skill usage.
Soul Drainer	Teepo Drain is a go-to in your arsenal!	30			Elize's Teepo Drain skill usage.
Soul Siphon	Teepo Drain is officially the core of your combat strategy!	50	BRONZE	39	Elize's Teepo Drain skill usage.
Spirit Sentry	Rowen uses Auto Magic Guard from time to time.	10			Rowen's Auto Magic Guard skill usage.
Spirit Guardian	Rowen uses Auto Magic Guard like it's going out of style.	30			Rowen's Auto Magic Guard skill usage.
Spirit Protector	Rowen has taken it upon himself to be sure that no creature ever uses spirit artes again. Hats off to Auto Magic Guard!	50	BRONZE	40	Rowen's Auto Magic Guard skill usage.
Riff-Raff	Leia has deepened your pockets a bit with Item Steal. What a peach!	10			Leia's Item Steal skill usage.
Street-Rat	Leia's Item Steal has practically become a second form of income!	30			Leia's Item Steal skill usage.
She-Don't-Buy-That	Hide your kids, hide your wives, hide your husbands, because Leia's stealing everything!	50	BRONZE	41	Leia's Item Steal skill usage.
Power Giver	Gaius uses Chivalry... because he cares.	10			Gaius' Chivalry skill usage.
Power Bestower	Gaius uses Chivalry... because he's both a gentleman and a not-so-gentle man.	30			Gaius' Chivalry skill usage.
Power Paragon	Gaius uses Chivalry... because he likes the minty after-taste.	50	BRONZE	42	Gaius' Chivalry skill usage.
Warp Rickshaw	Muzét is getting the hang of Support Warp.	10			Muzét's Support Warp skill usage.
Warp Taxi	You are learning how invaluable Support Warp can be...	30			Muzét's Support Warp skill usage.
Warp Limousine	Enemies are officially sick of seeing you Support Warp around the field.	50	BRONZE	43	Muzét's Support Warp skill usage.
The Highleveler	That's it. You're max level. There's no more levels! You can search for more, but you won't find them... because they ain't there!	100	GOLD	44	Reached Lv. 200.
New Challenger (Beginner)	Earn titles from performing different feats in combat. Experiment with moves and characters!	10			Completed Link tutorial.
Continuous Attack (Beginner)	You used a combo requiring 4 AC!	5			Performed 4 AC combo.
Eight-Way Slasher (Beginner)	You used a combo requiring 8 AC!	10			Performed 8 AC combo.
Combo Strategist (Advanced)	You used a combo requiring 12 AC!	15			Performed 12 AC combo.
Technician (Beginner)	You made a combo by transitioning a L1 + X attack into an arte!	10			Performed combo: Shift + normal attack -> arte attack.
I Can Fly! (Beginner)	You defeated an enemy in mid-air!	10			Defeated enemy in mid-air.
30-Hit Master (Beginner)	You unleashed a 30-hit combo!	10			Performed 30-hit combo.
60-Hit Master (Beginner)	You executed a 60-hit combo!	15			Performed 60-hit combo.
120-Hit Master (Advanced)	You consummated a 120-hit combo!	20			Performed 120-hit combo.
Gave It Your All (Beginner)	You've defeated foes with Mystic Artes!	10			Defeated opponent using Mystic Artes.
The Ultimate Fusion (Beginner)	You've defeated foes with Linked Mystic Artes!	10			Defeated opponent using Linked Mystic Artes.
Linked Up (Beginner)	You've defeated foes with Linked Artes!	10			Defeated opponent using Linked Artes.
Guardbreaker (Beginner)	You've broken an enemy's guard!	10			Performed guard break.
Defense Wizard (Beginner)	You've guarded against a few enemy attacks!	10			Guarded enemy attack.
Defense Sorcerer (Beginner)	You performed a level-one Charged Block! (TIP: Defend for a full second, and your AC will increase.)	10			Performed a level-one Charged Block.
Defense Guru (Beginner)	You performed a level-two Charged Block! (TIP: Counters will be treated like power hits.)	15			Performed a level-two Charged Block.
Defense Sage (Advanced)	You performed a level-three Charged Block! (TIP: Countering breaks enemy guard, even on bosses.)	20			Performed a level-three Charged Block.
AC Bonus (Beginner)	You increased your AC by avoiding enemy attacks with a back-step or by guarding!	10			Gained AC bonus.
Not This Time! (Beginner)	You dodged several attacks by back-stepping while defending!	10			Evaded enemy attack by back-step.
Always a Step Ahead (Beginner)	You performed skills that interfere with an enemy's attempt to back-step!	10			Evaded enemy attack by back-step and triggered skill effect.
Dodge Addict (Advanced)	You've had many victories without taking any damage!	20			Evaded enemy attack by back-step and won battle without taking damage.
My Savior! (Beginner)	You saved allies by transforming in battle!	10			Ludger transformed and saved ally with HP under 50% (transformation 50%).
Awakened One (Beginner)	You have shown you can defeat at least three enemies while transformed!	10			Defeated three or more enemies while transformed.
Dark Angel (Beginner)	You have shown you can defeat at least five enemies while transformed!	15			Defeated five or more enemies while transformed.
Spear Thrower (Beginner)	You've defeated enemies with Mystic Artes while transformed!	10			Defeated enemy with Mystic Arte while transformed (transformation 50%).
Link Artist (Beginner)	You've performed a Linked Arte Chain of three or greater!	10			Performed 3-Hit Linked Arte Power Combos.
Link Scholar (Beginner)	You've performed a Linked Arte Chain of six or greater!	15			Performed 6-Hit Linked Arte Power Combos.
Link Doctor (Advanced)	You've performed a Linked Arte Chain of nine or greater!	20			Performed 9-Hit Linked Arte Power Combos.
Chain Champ (Beginner)	You combo'ed from a normal attack into a spirit arte or martial arte!	10			Combo'ed normal attack into artes attack.
The Pixie (Beginner)	You know how to inflict magical ailments using spirit and martial artes!	10			Inflicted magical ailment onto your opponent using controlled character.
The Imp (Beginner)	You have inflicted all nine magical ailments!	10			Inflicted all nine magical ailment using controlled character. (Does not have to be in a single battle.)
Fiend Hunter (Beginner)	You have attacked an enemy's weak point!	10			Attacked boss enemy's weak point using controlled character.
Magic Shield (Beginner)	You used Magic Guard to block an enemy arte!	10			Blocked enemy arte using Magic Guard using controlled character.
Mighty Shield (Beginner)	You defended an enemy attack perfectly!	10			Performed perfect guard against enemy attack using your controlled character.
Fleet-Footed (Beginner)	You recovered from a knockback by guarding at the right moment!	10			Recovered while blown in mid-air using guard button using controlled character.
Field Marshall (Beginner)	You know how to use shortcuts to give orders to your allies!	10			Gave out orders to your ally using shortcut using controlled character.
Discretion Above Valor (Beginner)	You know how to attack enemies from behind!	10			Attacked from enemy rear using controlled character.
Cross-Counter (Beginner)	You have attacked enemies while they are swinging at you!	10			Inflicted attack on enemy while they are performing attack move using controlled character.
Spirit Swordsman (Beginner)	You combo'ed a spirit arte into a martial arte!	10			Combo'ed magic arte into strike arte using controlled character.
Battle Angel (Beginner)	You've restored your allies several times!	10			Recovered ally using controlled character.
Comin' in Hot! (Beginner)	You follow up your front-steps with physical attacks!	10			Performed attacks followed from a front-step move using controlled character.
Hit 'n' Run (Beginner)	You follow up attacks with back-steps!	10			Performed back-step followed from a attack using controlled character.
Opportunist (Beginner)	You perform focused attacks that pierce enemies' weak spots!	10			Defeated enemy by attacking enemy weakness using controlled character.
Cull the Weak (Beginner)	You performed a 3+ power combo!	10			Succeeded 3-Hit Power Combos using controlled character.
Crush the Weak (Beginner)	You performed a 6+ power combo!	15			Succeeded 6-Hit Power Combos using controlled character.
Slaughter the Weak (Advanced)	You performed a 9+ power combo!	20			Succeeded 9-Hit Power Combos using controlled character.
Pincer Mincer (Beginner)	You flanked an enemy with a partner!	10			Performed flanked attack with link partner and defeated enemy using controlled character.
Skills Specialist (Beginner)	You've used Second Artes.	10			Used Second Artes using controlled character.
Die Another Day (Beginner)	You unlocked the mysteries of fleeing!	10			Escaped from battle.
Tri-umphant! (Beginner)	You combined an attack using three different artes/skills.	10			Performed 3-AC combo using three different artes.
Penta-rrific! (Beginner)	You combined an attack using five different artes/skills.	15			Performed 5-AC combo using five different artes.
Sept-sational! (Advanced)	You combined an attack using seven different artes/skills.	20			Performed 7-AC combo using seven different artes.
Elite Hunter (Advanced)	You beat an Elite Monster within 2 min!	20			Defeated one Elite Monster within 2 min.
Elite Slayer (Advanced)	You beat 3 Elite Monsters within 2 min!	40			Defeated three Elite Monsters within 2 min.
Elite Ninja (Advanced)	You beat 9 Elite Monsters within 2 min!	80			Defeated nine Elite Monsters within 2 min.
Elite Assassin (Advanced)	You beat 18 Elite Monsters within 2 min!	100			Defeated 18 Elite Monsters within 2 min.
Sky-High (Advanced)	You beat an enemy with a 5-hit aerial combo!	20			Defeated enemy in mid-air with 5-hit combo attack using controlled character.
Aerial Burial (Advanced)	You beat an enemy with a 7-hit aerial combo!	30			Defeated enemy in mid-air with 7-hit combo attack using controlled character.
Stratos-fear (Advanced)	You beat an enemy with a 9-hit aerial combo!	40			Defeated enemy in mid-air with 9-hit combo attack using controlled character.
Dual Chain x3 (Advanced)	You had a 3-hit power combo using a Linked Arte Chain!	20			Performed 3-hit Power Combo while in Linked Arte Chains.
Dual Chain x6 (Advanced)	You had a 6-hit power combo using a Linked Arte Chain!	30			Performed 6-hit Power Combo while in Linked Arte Chains.
Dual Chain x9 (Advanced)	You had a 9-hit power combo using a Linked Arte Chain!	50			Performed 9-hit Power Combo while in Linked Arte Chains.
Lockdown (Advanced)	You transitioned into a Linked Arte from a 5-hit combo of spirit or martial artes!	20			Performed 5-AC combo using five different artes followed by a Linked Artes attack.
Poetry in Motion (Advanced)	You finished off a 5-hit Linked Arte Chain with a Mystic Arte!	20			Performed 5-AC combo using five different artes followed by a Mystic Artes attack.
Power Link (Advanced)	You finished off a 5-hit power combo with a Linked Arte!	20			Performed 5-Hit Power Combos followed by Linked Artes attack.
Power Finish (Advanced)	You finished off a 5-hit power combo with a Linked Chain AND a Mystic Arte!	40			Performed 5-Hit Power Combos followed by Mystic Artes attack.
Transparent (Advanced)	You went 1 min without taking damage!	40			Did not take damage for 1 min upon battle start.
Spicy Chain (Advanced)	You built a 9-hit combo of different spirit and martial artes and then finished it off with a Linked Mystic Arte!	50			Performed 9-hit combo using artes and linked artes and finished off enemy using Linked Mystic Artes.
Warlord (Award)	You have quite a collection of (Beginner) titles!	100	BRONZE	45	Collected 40 (Beginner) titles.
Grandmaster (Award)	You have a healthy supply of (Advanced) titles!	100	SILVER	46	Collected 18 (Advanced) titles.
Godhand (Award)	You obtained all (Beginner) and (Advanced) combat titles!	200	GOLD	47	Collected all battle challenge titles.

Data

Skits (long)

Limited Time

Legend: FD = Fractured Dimension E=Etc., M=Main, C=Character, Ldg=Ludger, Alv=Alvin, Mzt=Muzét, Elz = Elize, Rwn = Rowen

Start Time			Title	Location	Condition	Choices	Required Members
1	Trigleph 3	M	The Boy Aims for the Station	Trigleph	—	L1: Jude+250 R1: None	Ldg Jude
1	Stribog Line-Stribog Line (FD) 4	M	Who's That Girl?	Stribog Line	Go to Car 2	L1: None R1: None	Ldg Jude
1	Stribog Line-Stribog Line (FD) 7	M	Why is Elle Alone?	Stribog Line (FD)	Go to Car 3	L1: None R1: Elle+250	Ldg Jude Elle
1	Stribog Line-Stribog Line (FD) 7	M	The Mysterious Figure	Stribog Line (FD)	Go to Car 3		Ldg Jude Elle
2	Duval 3	M	Repaying the Debt	Anywhere	—	L1: Elle+250 R1: None	Ldg Jude Elle
2-3	Debt Repayment Interval	M	Elle's Feelings	Anywhere	Go to Duval Downtown		Ldg Jude Elle
2-3	Debt Repayment Interval	M	Call from Nova 1	Anywhere	After debt repayment		Ldg Elle
2-3	Debt Repayment Interval	E	A Relief	Trigleph	After debt repayment, go to Trigleph	L1: None R1: None	Ldg Jude Elle
3-4	Debt Repayment Interval	M	Ivar and I	Anywhere	—		Ldg Jude Elle
3-4	Debt Repayment Interval	E	A Simple Question	Duval	Go to Marketplace	L1: None R1: None	Ldg Jude Elle
3-4	Debt Repayment Interval	M	Call from Nova 2	Anywhere	After debt repayment	L1: None R1: None	Ldg
Monster in the Alleyway	Marksburg 2	M	Leia the Reporter	Marksburg	Go to Marksburg Station	L1: Leia+250 R1: None	Ldg Jude Leia Elle
Monster in the Alleyway	Duval (2)-Duval (FD) 1	E	The Warrant	Anywhere	—	L1: None R1: None	Ldg Jude Elle
4-5	Debt Repayment Interval	M	The Evil Chancellor	Anywhere	Before debt repayment *		Ldg Rwn Leia Elle
4-5	Debt Repayment Interval	M	A Tale of Two Countries	Marksburg	Before debt repayment *		Jude Rwn Leia Elle
4-5	Debt Repayment Interval	M	Call from Nova 3	Anywhere	After debt repayment **		Ldg Elle
4-5	Debt Repayment Interval	M	Call from Nova 4	Anywhere	After debt repayment ***		Ldg Elle
4-5	Debt Repayment Interval	E	Something's Changed	Marksburg	After debt repayment *		Jude Rwn Leia
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 4	E	Teepo vs Rollo	Helioborg Research Station (FD)	Military Research Wing 11F - Passageway		Elz
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 5	M	Alvin and Elize	Helioborg Research Station (FD)	Military Research Wing 10F - Passageway	L1: Alv+250 R1: None	Ldg Jude Alv Elz
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 5	M	The Terror Group, Exodus	Helioborg Research Station (FD)	Military Research Wing 11F - Passageway		Jude Alv Elz
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 7	E	A Year Ago	Helioborg Research Station	—		Jude Alv Elz
5-6	Debt Repayment Interval	E	Everyone's Clothes	Anywhere	—	L1: Alv+250 R1: Rwn+250	Ldg Alv Rwn Elle
5-6	Debt Repayment Interval	E	Just What is Teepo, Anyway?	Anywhere	—		Jude Elz Elle
5-6	Debt Repayment Interval	M	Call from Nova 5	Anywhere	After debt repayment		Ldg Elle
5-6	Debt Repayment Interval	E	Ludger's Type	Trigleph	After debt repayment	L1: Leia+250 R1: Elz+250	Ldg Elz Leia Elle
6	Spirius Corporation 3	M	Bisley Bakur	Spirius Corporation	—	L1: None R1: None	Ldg Jude Alv Leia Elle
6-7	Debt Repayment Interval	M	One Way Woman	Anywhere	Before debt repayment	L1: None R1: Elle+250	Ldg Alv Elz Elle

Note

*:If you select Helioborg during Call from Nova 2 debt repayment interval 5-6

**:Occurs when you select Marksburg during Call from Nova 2

***:Occurs when you select Helioborg during Call from Nova 2

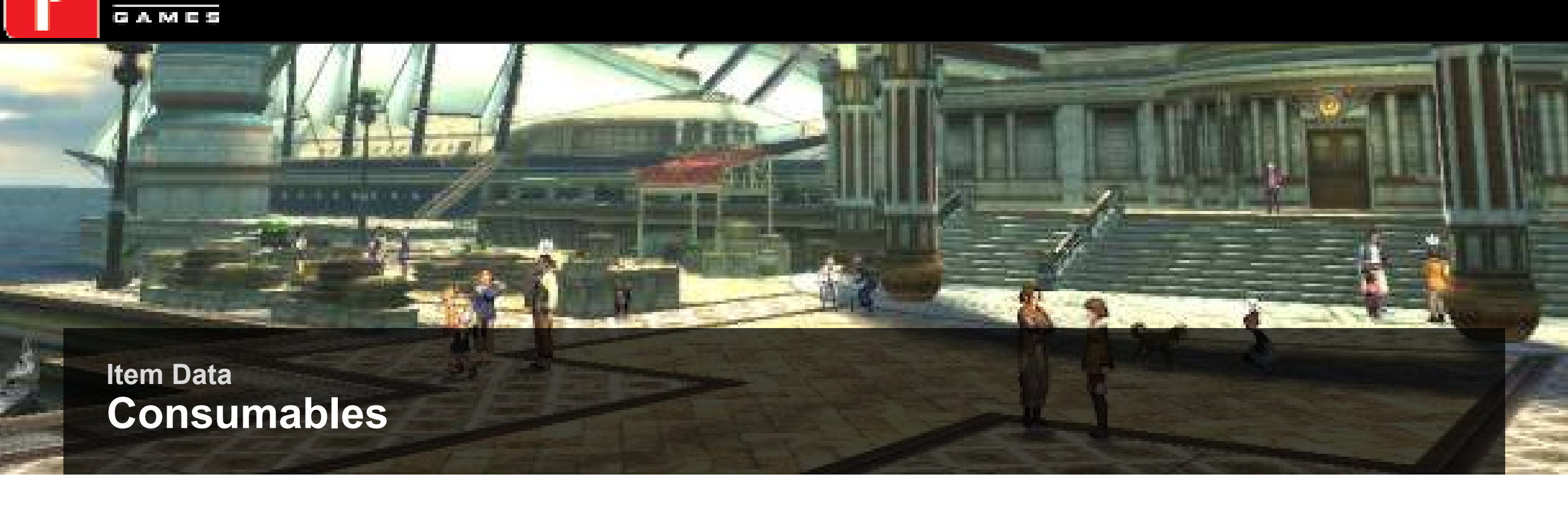
*:A Song Echoes Through the Falls

Start Time			Title	Location	Condition	Choices	Required Members
6-7	Debt Repayment Interval	M	Call from Vera 1	Anywhere	Obtained World Map/After debt repayment		Ldg Elle
7	Spirius Corporation (2)-Trigleph (FD) 2	M	Ludger's Power	Trigleph (FD)	—		Ldg Alv Elz Rwn Elle
7	Oscore (FD) 6	M	The Great Spirits	Oscore (FD)	Got to Central Dome in Oscore Plant		Alv Elz Rwn
7	Torbalan Highroad (FD)-Dimensional Breach (FD) START	M	World Destruction	Torbalan Highroad (FD)	Torbalan Highroad Center Region	L1: None R1: Leia+250	Ldg Jude Alv Leia
7	Milla's Shrine (FD)-Nia Khera 4	E	A Bit Forceful	Nia Khera (FD)	—		Jude Alv Leia Elle
7	Milla's Shrine (FD)-Nia Khera 5	M	Rollo's Owner	Nia Khera Spiritway (FD)	Northeast Region	L1: Julius+500 R1: Elle+250	Ldg Elle
7	Milla's Shrine (FD)-Nia Khera 5	M	Reunion with Julius	Nia Khera Spiritway (FD)	Southwest Region	L1: Julius+500 R1: Bisley+250	Ldg
7	Nia Khera Hallowmont (FD) START	M	Milla and Muzét: What Could Have Been	Nia Khera Hallowmont (FD)	Halfway Point		Alv Leia Milla Elle
7-8	Debt Repayment Interval	M	Call from Nova 6	Anywhere	—		Ldg Elle
7-8	Debt Repayment Interval	M	A Schismless World	Trigleph	—	L1: None R1: None	Ldg Jude Elz Milla
7-8	Debt Repayment Interval	M	Two Partners	Trigleph	Frères Apartments	L1: None R1: None	Ldg Milla Elle
7-8	Debt Repayment Interval	E	Mysterious Materials	Anywhere	—		Jude Elz Milla
7-8	Debt Repayment Interval	E	Old Man Alvin	Anywhere	Before debt repayment	L1: None R1: None	Ldg Alv Elz Milla Elle
7-8	Debt Repayment Interval	E	Elle's Friends	Hamil	—		Jude Elz Elle
7-8	Debt Repayment Interval	M	Call from Vera 2	Anywhere	After debt repayment	L1: None R1: None	Ldg Elle
7-8	Debt Repayment Interval	E	B-Rank Foodie	Trigleph	After debt repayment	L1: Alv+250 R1: Elz+250	Ldg Elz Alv
*	Aladhi Seahaven (3) 3	M	Milla's Sister	Anywhere	—	L1: None R1: Mzt+250	Ldg Elz Mzt Milla Elle
8-9	Debt Repayment Interval	M	Call from Nova 7	Anywhere	—		Ldg Elle
8-9	Debt Repayment Interval	E	The Coliseum Awaits	Xian Du	Complete Chapter - Gaius' Trial first		Jude Elz Leia Gaius Milla
8-9	Debt Repayment Interval	M	Call from Vera 3	Anywhere	After debt repayment/Complete Chapter- Gaius' Trial first		Ldg Elle
8-9	Debt Repayment Interval	M	Call from Vera 4	Anywhere	After debt repayment/Complete Chapter 8/9		Ldg Elle
Gaius Trial	Mon Highlands (FD) START	M	Erston, Playboy at Large	Mon Highlands (FD)	—	L1: None R1: Gaius+250	Ldg Leia Gaius Milla Elle
Gaius Trial	Mon Highlands (FD) START	E	Milla's Hair	Mon Highlands (FD)	—	L1: Milla+250 R1: Gaius+250	Ldg Gaius Elle Milla
Gaius Trial	Kanbalar (FD) START	M	The Chimeriad	Kanbalar (FD)	—	L1: None R1: Gaius+250	Ldg Leia Gaius Milla Elle
Gaius Trial	Kanbalar (FD) START	E	Kanbalar, The Frozen Country	Kanbalar (FD)	—	L1: None R1: Gaius+250	Ldg Gaius Elle
9-10	Debt Repayment Interval	M	Call from Nova 8	Anywhere	—		Ldg Elle
9-10	Debt Repayment Interval	E	Elle's Hat	Drellin	—	L1: None R1: Elle+250	Ldg Jude Alv Rwn Milla Elle
9-10	Debt Repayment Interval	E	The Pair's Hometown	Leronde	—	L1: Leia+250 R1: Jude+250	Ldg Jude Leia Mzt Milla
9-10	Debt Repayment Interval	M	Call from Nova 9	Anywhere	After debt repayment		Ldg Elle
10	Drellin (2)-Drellin (FD) START	M	Elle's House	Anywhere	—	L1: Elz+250 R1: Elle+250	Ldg Elz Elle

Start Time			Title	Location	Condition	Choices	Required Members
10	Epsilla Ruins (FD) 1	M	The Structure of the Fractured Dimension	Anywhere	—	L1: None R1: Elz+250, Elle+250	Ldg Elz Leia Milla Elle
10-11	Debt Repayment Interval	M	Call from Nova 10	Anywhere	—		Ldg Elle
10-11	Debt Repayment Interval	E	Vera's Broken Heart	Anywhere	Before debt repayment	L1: Elz+250, Leia+250 R1: None	Ldg Elz Leia
10-11	Debt Repayment Interval	E	Serve the Servants	Anywhere	Before debt repayment	L1: None R1: Mzt+250	Ldg Jude Alv Gaius Mzt
10-11	Debt Repayment Interval	M	Call from Vera 5	Anywhere	After debt repayment		Ldg Elle
10-11	Debt Repayment Interval	E	Nova's Secret	Anywhere	Have not viewed Vera's Broken Heart	L1: Rwn+250 R1: Alv+250	Ldg Alv Rwn Leia Mzt
10-11	Debt Repayment Interval	E	Who's Mabo Curry?	Anywhere	After debt repayment/Mabo Curry is in effect	L1: Rwn+250 R1: Elle+250	Ldg Rwn Gaius Elle
11	Spirius Corporation (4) 6	M	Milla's Secret	Anywhere	—		Ldg Jude Alv Elle
11	E.S.S. Pelune 3	M	The Former Lord of Spirits	E.S.S. Pelune	Go to the Second Hall	L1: None R1: None	Ldg Milla Elle
11-12	Debt Repayment Interval	M	Milla's Life	Marksburg	Before debt repayment	L1: None R1: Milla+250	Ldg Jude Milla Rwn
11-12	Debt Repayment Interval	E	Elize's Song	Hamil	—	L1: None R1: None	Ldg Alv Elz Mzt
11-12	Debt Repayment Interval	E	The King and Elle	Trigleph	—	L1: None R1: Elle+250	Ldg Milla Gaius Elle
11-12	Debt Repayment Interval	E	Something's Fishy in Fennmont	Fennmont	—		Jude Milla Alv Mzt
11-12	Debt Repayment Interval	M	Call from Vera 6	Anywhere	After debt repayment		Ldg Elle
11-12	Debt Repayment Interval	E	Pick Your Battles	Anywhere	After debt repayment	L1: Milla+250 R1: None	Ldg Milla Leia Gaius Mzt
12	Trigleph (4)- Shariltion (FD) 2	M	Lady Driselle	Shariltion (FD)	Go to East Market	L1: Rwn+250 R1: None	Ldg Milla Rwn Elle
12	Sapstrath Seahaven (FD) -Drellin (FD2) 2	M	Idealism and Reality	Marksburg (FD)	Go to Elym Harbor	L1: None R1: Jude+250	Ldg Jude Milla
12	Catamar Heights (FD2) START t	M	Daddy Makes the Best Food	Catamar Heights (FD)	—		Ldg Jude Milla Rwn Elle
12	Lake Epsilla (FD) 4	M	The Catalyst	Drellin (FD)	—		Ldg Jude Milla Rwn
12-13	Debt Repayment Interval	M	Ludger and Elle	Drellin	—	L1: None R1: Rwn+250	Ldg Jude Milla Rwn Elle
12-13	Debt Repayment Interval	E	The Truth About Muzét	Anywhere	—	L1: Jude+250, Gaius+250 R1: Alv+250, Rwn+250	Ldg Jude Alv Rwn Gaius
12-13	Debt Repayment Interval	E	What Kind of Fractured Dimension is This?	Trigleph	—		Jude Milla Gaius Mzt
12-13	Debt Repayment Interval	E	The Importance of Sweetness	Marksburg	—	L1: Milla+250, Mzt+250 R1: Elz+250, Leia+250	Ldg Milla Elz Leia Mzt
12-13	Debt Repayment Interval	M	Call from Vera 7	Anywhere	After debt repayment	L1: None R1: None	Ldg
13	Marksburg (2) 4	M	A Journey Without Elle	Anywhere	—	L1: None R1: Milla+250	Ldg Jude Milla Mzt
13-14	Debt Repayment Interval	M	The Land of Canaan Appears	Marksburg	—		Ldg Jude Milla Rwn Gaius Mzt
13-14	Debt Repayment Interval	M	Call from Vera 8	Anywhere	After debt repayment		Ldg
14	Spirius Corporation (5) 8	M	The Power to Cross Time	Anywhere	—	L1: None R1: None	Ldg Gaius Mzt
14-15	Debt Repayment Interval	M	Muzét and Rideaux	Anywhere	—	L1: None R1: Mzt+250	Ldg Jude Gaius Mzt
14-15	Debt Repayment Interval	M	Ivar's Duties	Anywhere	—	L1: Gaius+250 R1: None	Ldg Milla Gaius Mzt
15-16	Debt Repayment Interval	M	Julius' Watch	Anywhere	—	L1: Jude+250 R1: None	Ldg Jude Alv Elz Leia
16	Land of Canaan 1	E	Haven't Tried It	Anywhere - Other than the land of Canaan	After getting party in the Land of Cannan		Milla Alv Elz Rwn Mzt

No Time Limit

Start Time			Title	Location	Condition	Choices	Required Members
1	Stribog Line-Stribog Line (FD) 1	C	Skill Acquired - Jude (1)	Anywhere	Jude-1000 affinity or more		Jude
1	Stribog Line-Stribog Line (FD) 1	C	Skill Acquired - Jude (2)	Anywhere	Jude-4000 affinity or more		Jude
1	Stribog Line-Stribog Line (FD) 1	C	Skill Acquired - Jude (3)	Anywhere	Jude-8000 affinity or more		Jude
1	Stribog Line-Stribog Line (FD) 1	C	Skill Acquired - Jude (4)	Anywhere	Jude-17500 affinity or more		Jude
Monster in the Alleyway	Marksburg 2	C	Skill Acquired - Leia (1)	Anywhere	Leia-1000 affinity or more		Leia
Monster in the Alleyway	Marksburg 2	C	Skill Acquired - Leia (2)	Anywhere	Leia-4000 affinity or more		Leia
Monster in the Alleyway	Marksburg 2	C	Skill Acquired - Leia (3)	Anywhere	Leia-8000 affinity or more		Leia
Monster in the Alleyway	Marksburg 2	C	Skill Acquired - Leia (4)	Anywhere	Leia-17500 affinity or more		Leia
4-5	Debt Repayment Interval	C	Skill Acquired - Rowen (1)	Anywhere	Rwn-1000 affinity or more		Rwn
4-5	Debt Repayment Interval	C	Skill Acquired - Rowen (2)	Anywhere	Rwn-4000 affinity or more		Rwn
4-5	Debt Repayment Interval	C	Skill Acquired - Rowen (3)	Anywhere	Rwn-8000 affinity or more		Rwn
4-5	Debt Repayment Interval	C	Skill Acquired - Rowen (4)	Anywhere	Rwn-17500 affinity or more		Rwn
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) START	C	Skill Acquired - Alvin (1)	Anywhere	Alv-1000 affinity or more		Alv
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) START	C	Skill Acquired - Alvin (2)	Anywhere	Alv-4000 affinity or more		Alv
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) START	C	Skill Acquired - Alvin (3)	Anywhere	Alv-8000 affinity or more		Alv
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) START	C	Skill Acquired - Alvin (4)	Anywhere	Alv-17500 affinity or more		Alv
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 4	C	Skill Acquired - Elize (1)	Anywhere	Elz-1000 affinity or more		Elz
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 4	C	Skill Acquired - Elize (2)	Anywhere	Elz-4000 affinity or more		Elz
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 4	C	Skill Acquired - Elize (3)	Anywhere	Elz-8000 affinity or more		Elz
Spyrite Goes Haywire	Helioborg Research Station-Helioborg Research Station (FD) 4	C	Skill Acquired - Elize (4)	Anywhere	Elz-17500 affinity or more		Elz
5-6	Debt Repayment Interval	E	King Kitty	Anywhere	Catch 50 cats		Jude Alv Leia Elle
5-6	Debt Repayment Interval	C	Leia's Mail	Anywhere	After starting Leia Episode 1	L1: Alv+250 R1: Leia+250	Ldg Alv Leia
7	Milla's Shrine (FD)-Nia Khera (FD) 6	C	Skill Acquired - Other Milla (1)	Anywhere	Milla-1000 affinity or more		Milla
7	Milla's Shrine (FD)-Nia Khera (FD) 6	C	Skill Acquired - Other Milla (2)	Anywhere	Milla-4000 affinity or more		Milla
7	Milla's Shrine (FD)-Nia Khera (FD) 6	C	Skill Acquired - Other Milla (3)	Anywhere	Milla-8000 affinity or more		Milla
7-8	Debt Repayment Interval	E	The Pleasant Town of Sharilton	Sharilton	—	L1: Rwn+250 R1: None	Ldg Elz Rwn
7-8	Debt Repayment Interval	C	Rowen and Marcia	Akhalteke Line (FD)	After starting Rowen Episode 1	L1: Rwn+250 R1: None	Ldg Elz Rwn
7-8	Debt Repayment Interval	C	Leia and Agria	Bermia Gorge (FD)	After starting Leia Epsisode 2	L1: None R1: None	Ldg Alv Leia
A Song Echoes Through the Falls	Aladhi Seahaven (3) 3	C	Skill Acquired - Muzét (1)	Anywhere	Mzt-1000 affinity or more		Mzt
A Song Echoes Through the Falls	Aladhi Seahaven (3) 3	C	Skill Acquired - Muzét (2)	Anywhere	Mzt-4000 affinity or more		Mzt
A Song Echoes Through the Falls	Aladhi Seahaven (3) 3	C	Skill Acquired - Muzét (3)	Anywhere	Mzt-8000 affinity or more		Mzt
A Song Echoes Through the Falls	Aladhi Seahaven (3) 3	C	Skill Acquired - Muzét (4)	Anywhere	Mzt-17500 affinity or more		Mzt
8-9	Debt Repayment Interval	E	Monsters and Humans	Xian Du	—		Alv Rwn Gaius Elle
8-9	Debt Repayment Interval	C	Elle and the Other Milla	Anywhere	After starting Milla Episode 2		Milla Elle
8-9	Debt Repayment Interval	C	Alvin's Profession?	Anywhere	After Alvin Episde 2	L1: None R1: Alv+250	Ldg Alv Leia
Gaius Trial	Trigleph (3) 1	C	Skill Acquired - Gaius (1)	Anywhere	Gaius-1000 affinity or more		Gaius
Gaius Trial	Trigleph (3) 1	C	Skill Acquired - Gaius (2)	Anywhere	Gaius-4000 affinity or more		Gaius
Gaius Trial	Trigleph (3) 1	C	Skill Acquired - Gaius (3)	Anywhere	Gaius-8000 affinity or more		Gaius
Gaius Trial	Trigleph (3) 1	C	Skill Acquired - Gaius (4)	Anywhere	Gaius-17500 affinity or more		Gaius
9-10	Debt Repayment Interval	E	Poker	Duval	Poker Face		Jude Rwn Leia Gaius Mzt
9-10	Debt Repayment Interval	E	Elite Hunter	Anywhere	Elite Monster	L1: None R1: Mzt+250	Ldg Alv Elz Gaius Mzt
9-10	Debt Repayment Interval	C	Leia Report	Fennmont	After Leia Episode 3		Ldg Alv Leia
9-10	Debt Repayment Interval	C	I Wanna Live Like Common People	Trigleph	Gaius Episode 1	L1: None R1: None	Ldg Gaius Mzt
10-11	Debt Repayment Interval	E	Drellin's Famous Product	Drellin	—		Ldg Rwn Gaius Elle
10-11	Debt Repayment Interval	C	Jude and Spyrite	Labari Hollow	After Jude Episode 3	L1: Jude+250 R1: None	Ldg Jude
12	Trigleph (4)-Sharilton (FD) 2	C	Skill Acquired - Milla (1)	Anywhere	Milla-1000 affinity or more		Milla
12	Trigleph (4)-Sharilton (FD) 2	C	Skill Acquired - Milla (2)	Anywhere	Milla-4000 affinity or more		Milla
12	Trigleph (4)-Sharilton (FD) 2	C	Skill Acquired - Milla (3)	Anywhere	Milla-8000 affinity or more		Milla
12	Trigleph (4)-Sharilton (FD) 2	C	The Pleasant Town of Sharilton	Interval 7-8	Milla-17500 affinity or more		Milla
12-13	Debt Repayment Interval	E	We Are Battle Masters	Duval	Win 100000 chips or more	L1: None R1: Alv+250	Ldg Milla Alv Rwn Leia Gaius
12-13	Debt Repayment Interval	C	Alvin's Past	Nia Khera Spiritway (FD)	After Alvin Episode 4 2	L1: None R1: None L1: None R1: Leia+250	Ldg Leia
13-14	Debt Repayment Interval	C	Elympion and Rieze Maxian Relations	Old Vicalle Mine	After Alvin Episode 3 3		Elz Rwn
13-14	Debt Repayment Interval	C	Endearing Gaius	Sapstrath Deepwood	After Gaius Episode 3 1	L1: Gaius+250 R1: None	Ldg Mzt Gaius
14-15	Debt Repayment Interval	C	Ludger's GHS	Anywhere	Start of Milla Episode 5	L1: Milla+250 R1: None	Ldg Jude Milla
14-15	Debt Repayment Interval	C	The Voice of Muzét's Spirit (1)	Bermia Gorge(FD)	After Muzét Episode 2 1	L1: None R1: Mzt+250	Ldg Mzt Gaius
14-15	Debt Repayment Interval	C	The Voice of Muzét's Spirit (2)	Felgana Mine	After Muzét Episode 3 2	L1: Mzt+250 R1: None	Ldg Mzt Gaius
15-16	Debt Repayment Interval	C	The Secret of Jude and Milla	Kijara Seafalls	After Jude Episode 5 2	L1: Milla+250 R1: Jude+250	Ldg Jude Milla
15-16	Debt Repayment Interval	C	The Truth About the Temporal Crossroads	Temporal Crossroads (FD)	After Milla Episode 6 1	L1: Milla+250 R1: Jude+250	Ldg Jude Milla
15-16	Debt Repayment Interval	C	Elize in Paradise	Sharilton (FD)	After Elize Episode 4 2	L1: None R1: Elz+250	Ldg Elz Rwn
15-16	Debt Repayment Interval	C	Guiding Rowen	Anywhere	At the start of Rowen Episode 4	L1: Elz+250 R1: None	Ldg Elz Milla
16	Land of Canaan START	E	Emperor Kitty	Anywhere	Catch 100 cats	L1: None R1: None	Ldg Milla Elz Gaius
16	Land of Canaan 1	E	Elle's Souvenir	Other than Land of Canaan	After going to the Land of Canaan		Ldg Milla Leia Gaius Mzt
16	Land of Canaan 1	C	That Which Creates the Future	Anywhere	After Bonus Episode 6		Rwn Jude Milla
After Clearing the Game	—	E	EX Mode at the Coliseum	Anywhere	Have cleared game & completed Coliseum advance tag mode three times.		Milla Rwn Alv Mzt
After Clearing the Game	—	E	The Mysterious Four at the Coliseum	Anywhere	Have cleared game & seen Coliseum hero ending.	L1: Mzt+250 R1: Gaius+250	Ldg Milla Jude Gaius Mzt
After Clearing the Game	—	E	Muzét's Assumption	Illusionary Darkness	Have not cleared Illusionary Darkness		Ldg Milla Mzt Gaius
After Clearing the Game	—	E	Milla's Assumption	Illusionary Darkness	Have cleared Illusionary Darkness		Ldg Jude Milla Mzt

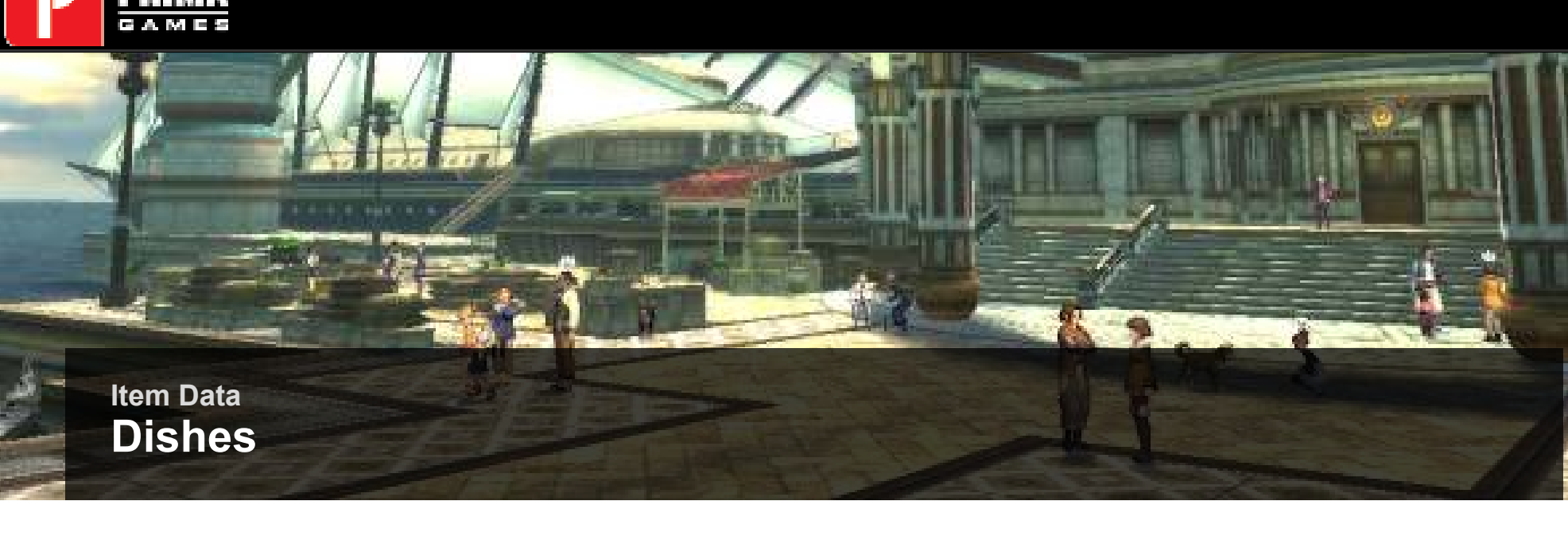


Item Data

Consumables

Legend: S =Shop, W =Win, B =Bag, L =Special, T =Treasure

Name	Buy	Sell	Use	Effect	How to Get
Apple Gel	100	10	Moving Combat	Restores 30% HP.	S Vending Machine B Torbalan Highroad [8%]
Lemon Gel	1000	100	Moving Combat	Restores 60% HP.	S Vending Machine B Barnauer Highroad [10%]
Orange Gel	250	25	Moving Combat	Restores 30% TP.	S Vending Machine B Alest Highroad [8%]
Pineapple Gel	1500	150	Moving Combat	Restores 60% TP.	S Vending Machine B Arklund Quag [10%]
Melange Gel	1000	100	Moving Combat	Restores 30% HP and TP.	S Vending Machine W Gentleman [35%]
Miracle Gel	—	300	Moving Combat	Restores 60% HP and TP.	L After clearing game W Gentlefreet [65%]
Treat	5000	500	Moving Combat	Restores 30% of the party's HP.	L Debt Repayment Interval 15-16 S Orda Palace (After clearing game)
Heavy Treat	—	1000	Moving Combat	Restores 60% of the party's HP.	L After clearing game W Magma Dragon (Coliseum) [50%]
Specific	5000	500	Moving Combat	Restores 30% of the party's TP.	L Debt Repayment Interval 15-16 S Orda Palace (After clearing game)
Specific Plus	—	1000	Moving Combat	Restores 60% of the party's TP.	L After clearing game W Elize (Coliseum) [50%]
Elixir	—	2000	Moving Combat	Fully restores HP and TP, cures KO and all status abnormalities.	L Debt Repayment Interval 15-16 T Fezebel Marsh
Omega Elixir	—	3000	Moving Combat	Fully restores HP and TP, cures KO and all status abnormalities for the entire party.	L After clearing game W Mint (Coliseum) [7%]
Life Bottle	500	50	Moving Combat	Cures KO and restores 30% HP and 15% TP at the time of revival.	S Vending Machine B Alest Highroad [8%]
Panacea Bottle	300	30	Moving Combat	Heals all physical and magical ailments.	S Vending Machine S Trigleph
Syrup Bottle	700	70	Moving Combat	Prevents all physical and magical ailments.	S Vending Machine S Trigleph
Holy Bottle	400	40	Moving Combat	Allows you to avoid encounters with weaker enemies for a time.	S Vending Machine B Arklund Quag [8%]
Dark Bottle	400	40	Moving Combat	For a time, enemies will become more aggresive and encounter you frequently.	S Vending Machine B Arklund Quag [8%]
Ice Pop	100	10	Moving Combat	Restores 10% HP. If you get a W Stick, you get another for free!	S Sharilton B Epsilla Ruins (Fractured) [8%]
Win Stick	—	10	Moving Combat	A lucky W for an Ice Pop. You can bring it to the snack bar and get another one for free!	Use Ice Pop B Aladhi Trail [4%]
Lose Stick	—	10	Moving Combat	An unfortunate loss found in an Ice Pop. Bring it back to the snack bar and get a whole lot of nothing. Losing sure sucks!	Use Ice Pop B Arklund Quag [8%]
All-Divide	—	2000	Moving Combat	Cuts damage for allies and enemies by 50%. Use it again to return damage to normal. How mysterious!	L After clearing game W Milla (Coliseum) [50%]
Hourglass	—	3000	Moving Combat	Stops enemies for a fixed period of time. A mystical item that can turn the tables on a sticky situation!	L After clearing game W Chronos (3) [100%]
Sage	40000	400	Moving Combat	Increases max HP by 10.	S Sapstrath Deepwood (After clearing game) W Brutaur (Coliseum) [4%]
Savory	40000	400	Moving Combat	Increases max TP by 10.	S Sapstrath Deepwood (After clearing game) W Bluetaur (Coliseum) [2%]
Lavender	30000	300	Moving Combat	Increases STR by 1.	S Sapstrath Deepwood (After clearing game) W Exoplasma (Coliseum) [4%]
Verbena	30000	300	Moving Combat	Increases VIT by 1.	S Sapstrath Deepwood (After clearing game) W Fire Teagle (Coliseum) [4%]
Chamomile	30000	300	Moving Combat	Increases INT by 1.	S Sapstrath Deepwood (After clearing game) W Exoplasma (Coliseum) [4%]
Basil	30000	300	Moving Combat	Increases PSY by 1.	S Sapstrath Deepwood (After clearing game) W Dark Teagle (Coliseum) [4%]
Saffron	30000	300	Moving Combat	Increases AGI by 1.	S Sapstrath Deepwood (After clearing game) W Fire Teagle (Coliseum) [4%]
Jasmine	30000	300	Moving Combat	Increases DEX by 1.	S Sapstrath Deepwood (After clearing game) W Dark Teagle (Coliseum) [4%]
Blue Sage	80000	800	Moving Combat	Increases max HP by 20.	S Sapstrath Deepwood (After clearing game) W Alvin (Coliseum) [4%]
Blue Savory	80000	800	Moving Combat	Increases max TP by 20.	S Sapstrath Deepwood (After clearing game) W Elize (Coliseum) [4%]
Blue Lavender	60000	600	Moving Combat	Increases STR by 2.	S Sapstrath Deepwood (After clearing game) W Gaius (Coliseum) [4%]
Blue Verbena	60000	600	Moving Combat	Increases VIT by 2.	S Sapstrath Deepwood (After clearing game) W Leia (Coliseum) [4%]
Blue Chamomile	60000	600	Moving Combat	Increases INT by 2.	S Sapstrath Deepwood (After clearing game) W Rowen (Coliseum) [4%]
Blue Basil	60000	600	Moving Combat	Increases PSY by 2.	S Sapstrath Deepwood (After clearing game) W Muzét (Coliseum) [4%]
Blue Saffron	60000	600	Moving Combat	Increases AGI by 2.	S Sapstrath Deepwood (After clearing game) W Jude (Coliseum) [4%]
Blue Jasmine	60000	600	Moving Combat	Increases DEX by 2.	S Sapstrath Deepwood (After clearing game) W Milla (Coliseum) [4%]
Red Sage	—	1200	Moving Combat	Increases max HP by 30.	W Coliseum Tag Mode Junior cleared
Red Savory	—	1200	Moving Combat	Increases max TP by 30.	W Coliseum Tag Mode Junior cleared
Red Lavender	—	900	Moving Combat	Increases STR by 3.	W Coliseum Tag Mode Junior cleared
Red Verbena	—	900	Moving Combat	Increases VIT by 3.	W Coliseum Tag Mode Junior cleared
Red Chamomile	—	900	Moving Combat	Increases INT by 3.	W Coliseum Tag Mode Junior cleared
Red Basil	—	900	Moving Combat	Increases PSY by 3.	W Coliseum Tag Mode Junior cleared
Red Saffron	—	900	Moving Combat	Increases AGI by 3.	W Coliseum Tag Mode Junior cleared
Red Jasmine	—	900	Moving Combat	Increases DEX by 3.	W Coliseum Tag Mode Junior cleared
Kitty Krisps	—	300	Moving Combat	Cuts return time by 10% when used in Kitty Dispatch.	B Aladhi Trail [8%] W Snow Cougar (Coliseum) [50%]
Gummy Fishies	—	400	Moving Combat	Cuts return time by 15% when used in Kitty Dispatch.	B Galia Trail [8%] T Trigleph
Catnip	—	500	Moving Combat	Cuts return time by 25% when used in Kitty Dispatch.	B Arklund Quag [8%] W Sonny (Catalyst) [100%]
Kitty Toy	—	1000	Moving Combat	Cuts return time by 35% when used in Kitty Dispatch.	T Trigleph P Poker prize (1500)
Royal Feast	—	1500	Moving Combat	Triples the chance of receiving a rare item when used in Kitty Dispatch.	T Trigleph W Snow Cougar (Coliseum) [1%]
Gold Dice	—	2000	Moving Combat	Increases the chances of getting a flush while playing poker.	L After clearing game W Ludger's Shadow [50%]
Silver Dice	—	2000	Moving Combat	Increases the chances of geting a Joker while playing poker.	L After clearing game W Jude's Shadow (1) [100%]
Friendship Potion	—	—	Moving Combat	Use this on someone, and they are bound to like you more! Some liquid lovin'!	P Poker prize (20000) O After repaying debt 186000



Item Data

Dishes

Legend: S =Shop, W =Win, B =Bag, L =Special, T =Treasure

Name	Buy	Sell	Effect	Qty.	How to Get
Sandwich (Small)	300	30	Restores 25% HP at the end of battle. (Duration: 3 Battles)	3	S Aladhi Seahaven B Alest Highroad [8%]
Sandwich (Medium)	1200	120	Restores 25% HP at the end of battle. (Duration: 5 Battles)	5	S Aladhi Seahaven S Sapstrath Seahaven
Sandwich (Large)	—	240	Restores 25% HP at the end of battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 —
French Toast (Small)	1200	120	Restores 50% HP at the end of battle. (Duration: 3 Battles)	3	S Kanbalar B Aladhi Trail [8%]
French Toast (Medium)	2400	240	Restores 50% HP at the end of battle. (Duration: 5 Battles)	5	S Kanbalar S Kijara Seafalls
French Toast (Large)	—	360	Restores 50% HP at the end of battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 —
Croquette Bun (Small)	2400	240	Restores 75% HP at the end of battle. (Duration: 2 Battles)	2	S Leronde (After clearing game) —
Croquette Bun (Medium)	4800	480	Restores 75% HP at the end of battle. (Duration: 4 Battles)	4	S Leronde (After clearing game) T Fennmont
Croquette Bun (Large)	—	720	Restores 75% HP at the end of battle. (Duration: 10 Battles)	10	L After clearing game W Jiao (Coliseum) [30%]
Pudding Cake (Small)	300	30	Restores 25% TP at the end of battle. (Duration: 3 Battles)	3	S Aladhi Seahaven B Epsilla Ruins (Fractured) [8%]
Pudding Cake (Medium)	1200	120	Restores 25% TP at the end of battle. (Duration: 5 Battles)	5	S Aladhi Seahaven S Kanbalar
Pudding Cake (Large)	—	240	Restores 25% TP at the end of battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 —
Chocolate Parfait (Small)	1200	120	Restores 50% TP at the end of battle. (Duration: 3 Battles)	3	S Kanbalar B Galia Trail [8%]
Chocolate Parfait (Medium)	2400	240	Restores 50% TP at the end of battle. (Duration: 5 Battles)	5	S Kanbalar S Kijara Seafalls
Chocolate Parfait (Large)	—	360	Restores 50% TP at the end of battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 —
Peach Pie (Small)	2400	240	Restores 75% TP at the end of battle. (Duration: 2 Battles)	2	S Leronde (After clearing game) W Alvin (Fractured) [100%]
Peach Pie (Medium)	4800	480	Restores 75% TP at the end of battle. (Duration: 4 Battles)	4	S Leronde (After clearing game) T Xian Du
Peach Pie (Large)	—	720	Restores 75% TP at the end of battle. (Duration: 10 Battles)	10	L After clearing game W Agria (Coliseum) [30%]
Tofu Cracker (Small)	300	30	Restores 15% HP and TP at the end of battle. (Duration: 3 Battles)	3	S Kanbalar B Fort Gandala [8%]
Tofu Cracker (Medium)	1200	120	Restores 15% HP and TP at the end of battle. (Duration: 5 Battles)	5	S Kanbalar B Epsilla Ruins (Fractured) [8%]
Tofu Cracker (Large)	—	240	Restores 15% HP and TP at the end of battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 —
Fruit ‘n’ Cheese (Small)	1200	120	Restores 30% HP and TP at the end of battle. (Duration: 3 Battles)	3	S Drellin B Arklund Quag [8%]
Fruit ‘n’ Cheese (Medium)	2400	240	Restores 30% HP and TP at the end of battle. (Duration: 5 Battles)	5	S Xian Du S Drellin
Fruit ‘n’ Cheese (Large)	—	360	Restores 30% HP and TP at the end of battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 9-10 W Wingul (Coliseum) [30%]
Croquette Parfait (Small)	2400	240	Restores 50% HP and TP at the end of battle. (Duration: 2 Battles)	2	S Leronde (After clearing game) —
Croquette Parfait (Medium)	4800	480	Restores 50% HP and TP at the end of battle. (Duration: 4 Battles)	4	S Leronde (After clearing game) —
Croquette Parfait (Large)	—	720	Restores 50% HP and TP at the end of battle. (Duration: 10 Battles)	10	L After clearing game W Judgment (Coliseum) [50%]
Meat Sauce Pasta (Small)	250	25	Boosts P.ATK and A.ATK by 10% during battle. (Duration: 3 Battles)	3	S Aladhi Seahaven B Barnauer Highroad [8%]
Meat Sauce Pasta (Medium)	1000	100	Boosts P.ATK and A.ATK by 10% during battle. (Duration: 5 Battles)	5	S Aladhi Seahaven S Kanbalar
Meat Sauce Pasta (Large)	—	150	Boosts P.ATK and A.ATK by 10% during battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 —
Soba Omelette (Small)	1000	100	Boosts P.ATK and A.ATK by 20% during battle. (Duration: 3 Battles)	3	S Kanbalar B Fort Gandala [8%]
Soba Omelette (Medium)	2000	200	Boosts P.ATK and A.ATK by 20% during battle. (Duration: 5 Battles)	5	S Kanbalar S Kijara Seafalls
Soba Omelette (Large)	—	300	Boosts P.ATK and A.ATK by 20% during battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 —
Takoyaki Ramen (Small)	2000	200	Boosts P.ATK and A.ATK by 30% during battle. (Duration: 2 Battles)	2	S Leronde (After clearing game) T Spirius Corporation
Takoyaki Ramen (Medium)	4000	400	Boosts P.ATK and A.ATK by 30% during battle. (Duration: 4 Battles)	4	S Leronde (After clearing game) —
Takoyaki Ramen (Large)	—	600	Boosts P.ATK and A.ATK by 30% during battle. (Duration: 10 Battles)	10	L After clearing game —
Yakisoba Noodles (Small)	250	25	Boosts P.DEF and A.DEF by 20% during battle. (Duration: 3 Battles)	3	S Aladhi Seahaven B Fort Gandala [8%]
Yakisoba Noodles (Medium)	1000	100	Boosts P.DEF and A.DEF by 20% during battle. (Duration: 5 Battles)	5	S Aladhi Seahaven S Kanbalar
Yakisoba Noodles (Large)	—	150	Boosts P.DEF and A.DEF by 20% during battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 —
Veggie Sticks (Small)	1000	100	Boosts P.DEF and A.DEF by 30% during battle. (Duration: 3 Battles)	3	S Kanbalar B Aladhi Trail [8%]
Veggie Sticks (Medium)	2000	200	Boosts P.DEF and A.DEF by 30% during battle. (Duration: 5 Battles)	5	S Kanbalar S Kijara Seafalls
Veggie Sticks (Large)	—	300	Boosts P.DEF and A.DEF by 30% during battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 —
Seaweed Salad (Small)	2000	200	Boosts P.DEF and A.DEF by 40% during battle. (Duration: 2 Battles)	2	S Leronde (After clearing game) —
Seaweed Salad (Medium)	4000	400	Boosts P.DEF and A.DEF by 40% during battle. (Duration: 4 Battles)	4	S Leronde (After clearing game) —
Seaweed Salad (Large)	—	600	Boosts P.DEF and A.DEF by 40% during battle. (Duration: 10 Battles)	10	L After clearing game —
Potato Salad (Small)	250	25	Boosts P&A.ATK / P&A.DEF by 5% during battle. (Duration: 3 Battles)	3	S Aladhi Seahaven B Arklund Quag [8%]
Potato Salad (Medium)	1000	100	Boosts P&A.ATK / P&A.DEF by 5% during battle. (Duration: 4 Battles)	4	S Aladhi Seahaven S Kanbalar
Potato Salad (Large)	—	150	Boosts P&A.ATK / P&A.DEF by 5% during battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 —
Fruit Salad (Small)	1000	100	Boosts P&A.ATK / P&A.DEF by 10% during battle. (Duration: 3 Battles)	3	S Kanbalar B Fort Gandala [8%]
Fruit Salad (Medium)	2000	200	Boosts P&A.ATK / P&A.DEF by 10% during battle. (Duration: 5 Battles)	5	S Kanbalar T Kanbalar
Fruit Salad (Large)	—	300	Boosts P&A.ATK / P&A.DEF by 10% during battle. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 —
Fruit Yakisoba (Small)	2000	200	Boosts P&A.ATK / P&A.DEF by 25% during battle. (Duration: 2 Battles)	2	S Drellin B Catamar Heights [8%]
Fruit Yakisoba (Medium)	4000	400	Boosts P&A.ATK / P&A.DEF by 25% during battle. (Duration: 4 Battles)	4	S Xian Du S Drellin
Fruit Yakisoba (Large)	—	600	Boosts P&A.ATK / P&A.DEF by 25% during battle. (Duration: 10 Battles)	10	L Debt Repayment Interval 9-10 —
Soda Rice (Small)	500	50	Receive 30% more EXP. (Duration: 3 Battles)	3	S Leronde (After clearing game) T Helioborg Research Station
Soda Rice (Medium)	2000	200	Receive 30% more EXP. (Duration: 5 Battles)	5	S Leronde (After clearing game) —
Soda Rice (Large)	—	300	Receive 30% more EXP. (Duration: 12 Battles)	12	L After clearing game —
Beef Bowl (Small)	2000	200	Receive 50% more EXP. (Duration: 2 Battles)	2	S Leronde (After clearing game) —
Beef Bowl (Medium)	4000	400	Receive 50% more EXP. (Duration: 4 Battles)	4	S Leronde (After clearing game) —
Beef Bowl (Large)	—	600	Receive 50% more EXP. (Duration: 10 Battles)	10	L After clearing game —
Spicy Chicken Roll (Small)	4000	400	Receive 80% more EXP. (Duration: 1 Battles)	1	S Leronde (After clearing game) T Oscore (Fractured)
Spicy Chicken Roll (Medium)	8000	800	Receive 80% more EXP. (Duration: 3 Battles)	3	S Leronde (After clearing game) —
Spicy Chicken Roll (Large)	—	1200	Receive 80% more EXP. (Duration: 8 Battles)	8	L After clearing game —
Mabo Curry (Small)	500	50	Receive 30% more Gald. (Duration: 3 Battles)	3	S Aladhi Seahaven B Catamar Heights [8%]
Mabo Curry (Medium)	2000	200	Receive 30% more Gald. (Duration: 5 Battles)	5	S Aladhi Seahaven S Kanbalar
Mabo Curry (Large)	—	300	Receive 30% more Gald. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 —
Tofu Miso Soup (Small)	2000	200	Receive 50% more Gald. (Duration: 2 Battles)	2	S Leronde (After clearing game) T E.S.S. Pelune
Tofu Miso Soup (Medium)	4000	400	Receive 50% more Gald. (Duration: 4 Battles)	4	S Leronde (After clearing game) —
Tofu Miso Soup (Large)	—	600	Receive 50% more Gald. (Duration: 10 Battles)	10	L After clearing game W Arena Gate (Coliseum) [50%]
Seafood Stew (Small)	4000	400	Receive 80% more Gald. (Duration: 1 Battle)	1	S Leronde (After clearing game) T Nia Khera
Seafood Stew (Medium)	8000	800	Receive 80% more Gald. (Duration: 3 Battles)	3	S Leronde (After clearing game) T Leronde
Seafood Stew (Large)	—	1200	Receive 80% more Gald. (Duration: 8 Battles)	8	L After clearing game —
Orange Soup (Small)	500	50	Receive 15% more EXP and Gald. (Duration: 3 Battles)	3	S Leronde (After clearing game) —
Orange Soup (Medium)	2000	200	Receive 15% more EXP and Gald. (Duration: 5 Battles)	5	S Leronde (After clearing game) T Sharilton
Orange Soup (Large)	—	300	Receive 15% more EXP and Gald. (Duration: 13 Battles)	13	L After clearing game —
Pot au Feu (Small)	2000	200	Receive 30% more EXP and Gald. (Duration: 2 Battles)	2	S Leronde (After clearing game) —
Pot au Feu (Medium)	4000	400	Receive 30% more EXP and Gald. (Duration: 4 Battles)	4	S Leronde (After clearing game) T Hamil
Pot au Feu (Large)	—	600	Receive 30% more EXP and Gald. (Duration: 10 Battles)	10	L After clearing game —
Creamy Beef Bowl (Small)	4000	400	Receive 50% more EXP and Gald. (Duration: 1 Battle)	1	S Leronde (After clearing game) —
Creamy Beef Bowl (Medium)	8000	800	Receive 50% more EXP and Gald. (Duration: 3 Battles)	3	S Leronde (After clearing game) —
Creamy Beef Bowl (Large)	—	1200	Receive 50% more EXP and Gald. (Duration: 8 Battles)	8	L After clearing game —
Tomato Omelette (Small)	500	50	Receive 30% more Elemental Ore. (Duration: 3 Battles)	3	S Aladhi Seahaven B Sapstrath Highroad (Fractured) [10%]
Tomato Omelette (Medium)	2000	200	Receive 30% more Elemental Ore. (Duration: 5 Battles)	5	S Aladhi Seahaven S Kanbalar
Tomato Omelette (Large)	—	300	Receive 30% more Elemental Ore. (Duration: 13 Battles)	13	L Debt Repayment Interval 5-6 W Ludger (Coliseum) [50%]
Minestrone (Small)	2000	200	Receive 50% more Elemental Ore. (Duration: 2 Battles)	2	S Aladhi Seahaven S Kanbalar
Minestrone (Medium)	4000	400	Receive 50% more Elemental Ore. (Duration: 4 Battles)	4	S Aladhi Seahaven S Kanbalar
Minestrone (Large)	—	600	Receive 50% more Elemental Ore. (Duration: 10 Battles)	10	L Debt Repayment Interval 5-6 —
Tomato a la Mode (Small)	4000	400	Receive 80% more Elemental Ore. (Duration: 1 Battle)	1	S Leronde (After clearing game) T Oscore (Fractured)
Tomato a la Mode (Medium)	8000	800	Receive 80% more Elemental Ore. (Duration: 3 Battles)	3	S Leronde (After clearing game) —
Tomato a la Mode (Large)	—	1200	Receive 80% more Elemental Ore. (Duration: 8 Battles)	8	L After clearing game —

PRIMA GAMES

Item Data

Weapons

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other, T =Treasure, P =Prize

Dual Blades Ludger

NAME	AC	P.ATK	A.ATK	Resist	Buy	Sell	Effect	Obtain
Father’s Swords	2	97	97	—	—	—	—	Ludger’s initial equipment
Twin Swords	2	125	124	—	730	73	—	S Duval
Spirius Blades	2	166	166	—	—	—	—	E Debt Repayment Interval 3-4; Talk to Ivar
Ol’ Ironsteels	3	236	234	—	1160	116	—	S Hamil
Weighted Warblades	4	416	413	—	2910	291	—	S Fennmont
Runebrands	5	625	619	—	7280	728	—	S Fennmont
Sage Knives	5	694	688	—	—	—	Restores 20% HP every 10 seconds	T Epsilla Ruins (Fractured)
Southern Crosses	5	764	757	—	9600	960	—	S Drellin
Spirius Fangs	6	833	826	—	—	—	25% Chance of automatic revival	E Chapter 12: Dig up time capsule
Gemini Sisters	6	833	826	—	10480	1048	—	S Drellin

Spirius Elite	6	958	949	—	—	—	—	O Chapter14: Talk to employee of Spirius Corp.
Castor Twins	7	1014	1004	—	—	—	—	E Chapter 15 Trigleph (5)
Pollux Twins	7	1083	1073	—	—	—	Critical rate+5% / Stun rate+10% / Affinity gained during combat +15%	E Chapter 15at the end (8000 affinity with Elle)
Castor Twins Reforged	8	1111	1101	—	—	—	INT +15% / PSY+10% / Over Limit duration+25%	A 29 Event Quest
Helios Knives	7	1306	1295	—	50000	5000	Restores 7% HP every 5 seconds	S Fennmont (after beating the game)
Atropos, Fate-Slayer	7	1598	1582	—	100000	10000	Critical rate+5% / TP Cost 12% Reduction	S Nala Lava Tubes (Coliseum Tag Mode after beating Elite rank)
Prometheus (Earth)	6	931	922	—	—	1164	VIT +10%	L Debt Repayment Interval 13-14
Prometheus (Water)	4	486	482	—	—	509	INT+10%	L Chapter 8 at the end
Prometheus (Fire)	5	819	812	—	—	1019	When enemy defeated HP5% Restore	L Debt Repayment Interval 11-12
Prometheus (Wind)	5	750	743	—	—	946	AGI +10%	L Debt Repayment Interval 10-11
Prometheus (Light)	3	389	386	—	—	189	Restores 6% TP every 10 seconds	L Chapter 7 Milla’s Shrine (Fractured) - Nia Khera (Fractured)

Prometheus (Darkness)	3	319	317	—	—	146	PSY+10%	L Debt Repayment Interval 5-6
Atlas (Earth)	7	1322	1310	—	—	5882	Stun rate+5% / VIT +10%	L Coliseum Tag Mode after beating Elite rank
Atlas (Water)	7	1320	1315	—	—	5882	Restores 5% HP every 5 seconds	L Coliseum Tag Mode after beating Elite rank
Atlas (Fire)	7	1325	1302	—	—	5882	When enemy defeated HP 5% Restore /10 EXP gained / AGI increase	L Coliseum Tag Mode after beating Elite rank
Atlas (Wind)	7	1318	1317	—	—	5882	TP Cost 10% Reduction / AGI +10%	L Coliseum Tag Mode after beating Elite rank
Atlas (Light)	7	1316	1320	—	—	5882	Restores 6% TP every 10 seconds	L Coliseum Tag Mode after beating Elite rank
Atlas (Darkness)	7	1321	1309	—	—	5882	STR+10% / PSY+10%	L Coliseum Tag Mode after beating Elite rank
Euphrosyne, the Graceful	4	765	765	—	—	—	Power boost based on cumulative linked time and Linked Artes usage count	A Complete Expert Rank of Coliseum's Tag Mode
Sealed Innocence	4	486	482	—	—	—	—	A Fruit 'n' Cheese? Yes, Please!
Innocence Unleashed	8	1720	1739	—	—	—	Over Limit duration+30% / When enemy defeated HP10% Restore / TP Cost 6% Reduction	L Coliseum Tag Mode after beating Elite rank

Sealed Vesperia	4	486	482	—	—	—	—	A Complete Advanced Rank of Coliseum's Tag Mode
Ardent Vesperia	8	1740	1716	—	—	—	Linked Artes gauge fill rate +25% / PSY+15% / Stun rate+5%	L Coliseum Tag Mode after beating Elite rank
Cookware	5	625	619	—	—	—	DEX+20% / EXP gained+10%	A Slow on the Uptake
Cat Tails	5	280	280	—	—	—	Item Drop rate increase +25%	C Trigleph

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Hammer (Ludger)

NAME	AC	P.ATK	A.ATK	Resist	Buy	Sell	Effect	Obtain
Spirius Sledge	2	176	162	—	—	—	—	E Chapter 4 / 5 Marksburg
Iron Smasher	3	253	228	—	1300	130	—	S Fennmont
Runesmasher	5	686	597	—	8100	810	—	S Fennmont
Obsidian Sledge	6	918	795	—	—	—	Stun rate+10%	E Chapter 12: Dig up time capsule
Silver Maul	6	918	795	—	11660	1166	—	S Drellin
Skullcrash	6	1073	926	—	13370	1337	—	S Trigleph
Spirius Surrender	7	1197	1032	—	—	—	Affinity gained during combat +10%	E Chapter 15at the end (affinity with Bisley 4000)
Clotho, Fate-Breaker	7	1769	1520	—	100000	10000	DEX+15%	S Nala Lava Tubes (Coliseum Tag Mode after

								beating Elite rank)
Zeus Crusher (Earth)	5	857	742	—	—	1070	Max HP +10%	Chapter 11 Spirius Corp. (4)
Zeus Crusher (Water)	6	965	834	—	—	1215	Restores 5% HP every 5 seconds	Debt Repayment Interval 12-13
Zeus Crusher (Fire)	4	501	439	—	—	324	STR+10%	Debt Repayment Interval 7-8
Zeus Crusher (Air)	5	733	637	—	—	810	Critical rate+5%	Debt Repayment Interval 9-10
Zeus Crusher (Light)	6	1104	953	—	—	1337	A.ATK +5%	Debt Repayment Interval 14-15
Zeus Crusher (Darkness)	3	346	307	—	—	162	Restores 6% TP every 10 seconds	Chapter 7 Oscore Station (Fractured)
Hades Mallet (Earth)	7	1465	1251	—	—	5882	Max HP +10% / Stun rate+5%	Coliseum Tag Mode after beating Elite rank
Hades Mallet (Water)	7	1450	1262	—	—	5882	Restores 5% HP every 5 seconds	Coliseum Tag Mode after beating Elite rank
Hades Mallet (Fire)	7	1471	1248	—	—	5882	When enemy defeated HP5% Restore / STR+10%	Coliseum Tag Mode after beating Elite rank
Hades Mallet (Air)	7	1460	1256	—	—	5882	TP Cost 10% Reduction / Critical rate+5%	Coliseum Tag Mode after beating Elite rank

Hades Mallet (Light)	7	1459	1265	—	—	5882	INT +10% / A.ATK +5%	L Coliseum Tag Mode after beating Elite rank
Hades Mallet (Darkness)	7	1452	1270	—	—	5882	Restores 3% TP every 5 seconds	L Coliseum Tag Mode after beating Elite rank
Aglaea, the Trampler	4	765	765	—	—	—	Power boost based on cumulative linked time and Linked Artes usage count	O Any Repayment 9590000
The Longshank	5	686	597	—	—	—	Stun rate+10% / Critical rate+10%	A Thank You
Tuna-Can Hammer	5	280	280	—	—	—	Item Drop rate increase +25%	C Marksburg

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Dual Guns (Ludger)

NAME	AC	P.ATK	A.ATK	Resist	Buy	Sell	Effect	Obtain
Spirius Glocks	2	167	172	—	—	—	—	E Chapter 5 Helioborg Research Station-Helioborg Research Station (Fractured)
Handcannons	3	237	247	—	1180	118	—	S Sharilton
Wolf Storms	4	420	441	—	2940	294	—	S Fennmont
Spitfires	5	631	664	—	7350	735	—	S Fennmont
Spirius Tacticals	6	841	887	—	—	—	20% Chance of automatic revival	E Chapter 12: Dig up time capsule
Fiend Hunters	6	841	887	—	11030	1103	—	Drellin

	Spirius Model-4304	6	1094	1156	—	—	—	Affinity gained during combat +10%	E Chapter 15 at the end (4000 affinty with Julius)
	Lachesis, Fate-Dealer	7	1613	1707	—	100000	10000	AGI +15% / INT +15%	S Nala Lava Tubes (Coliseum Tag Mode after beating Elite rank)
	Remus (Earth)	5	757	798	—	—	956	Stun rate+10%	L Debt Repayment Interval 10-11
	Remus (Water)	6	883	932	—	—	1103	DEX+10%	L Debt Repayment Interval 12-13
	Remus (Fire)	4	462	485	—	—	294	When enemy defeated HP5% Restore	L Debt Repayment Interval 7-8
	Remus (Wind)	5	827	873	—	—	1029	AGI +15%	L Debt Repayment Interval 11-12

	Remus (Light)	3	392	411	—	—	191	TP Cost 10% Reduction	L Chapter 7 (Fractured)-Nia Khera (Fractured)
	Remus (Darkness)	6	1010	1066	—	—	1250	Critical rate+5%	L Debt Repayment Interval 14-15
	Romulus (Earth)	7	1332	1409	—	—	5882	Restores 5% HP every 5 seconds	L Coliseum Tag Mode after beating Elite rank
	Romulus (Water)	7	1332	1409	—	—	5882	Max HP +10% / DEX+10%	L Coliseum Tag Mode after beating Elite rank
	Romulus (Fire)	7	1332	1409	—	—	5882	PSY+10% / When enemy defeated HP5% Restore	L Coliseum Tag Mode after beating Elite rank
	Romulus (Wind)	7	1332	1409	—	—	5882	Restores 6% TP every 10 seconds	L Coliseum Tag Mode after beating Elite rank
	Romulus (Light)	7	1332	1409	—	—	5882	Critical rate+5% / TP Cost 10% Reduction	L Coliseum Tag Mode after beating Elite rank

	Romulus (Darkness)	7	1332	1409	—	—	5882	STR+10% / 20% Chance of automatic revival	L Coliseum Tag Mode after beating Elite rank
	Thalia, the Shrouded	4	765	765	—	—	—	Power boost based on cumulative linked time and Linked Artes usage count	O Exchange Ancient Bells at Illusionary Darkness shop
	Chopstick Boomsticks	5	631	664	—	—	—	Elemental Ore gained in combat+10%	A I Expect Much of You
	Meow Blasters	5	280	280	—	—	—	Item Drop rate increase +25%	C Helioborg Research Station

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Gauntlets (Jude)

NAME	AC	P.ATK	A.ATK	Resist	Buy	Sell	Effect	Obtain
Iron Gauntlets	2	97	97	—	480	48	P.DEF+8 / A.DEF+5	S Aladhi Seahaven
Steel Gauntlets	2	124	124	—	720	72	P.DEF+10 / A.DEF+7	S Aladhi Seahaven
Fist Guard	2	166	166	Strike 10%	860	86	P.DEF+16 / A.DEF+11	S Aladhi Seahaven
Striker	3	234	234	—	1150	115	P.DEF+8 / A.DEF+6	S Kijara Seafalls
Silver Gauntlets	3	331	331	—	1580	158	P.DEF+20 / A.DEF+14	S Sharilton
Grand Gauntlets	4	413	413	—	2880	288	P.DEF+30 / A.DEF+20	S Fennmont
Insect Maw	5	702	702	—	9360	936	P.DEF+35 / A.DEF+25	S Fennmont
Gigas Gauntlets	6	826	826	Slash 10%	10370	1037	P.DEF+65 / A.DEF+40	S Drellin
Rune Gauntlets	6	881	881	—	11520	1152	P.DEF+70 / A.DEF+55	S Trigleph
Rare Gauntlets	7	1059	1059	—	36000	3600	P.DEF+75 / A.DEF+65 / Critical rate+5%	S Xian Du

·	Tyrant Fist	7	1073	1073	Strike 10%	36500	3650	P.DEF+90 / A.DEF+50	S Xian Du
·	Garm’s Fang	7	1293	1293	Slash 10%	50000	5000	P.DEF+115 / A.DEF+90 / DEX+10%	S Fennmont (after beating the game)
·	Imperial Gauntlets	7	1582	1582	Shot 10%	100000	10000	P.DEF+150 / A.DEF+130 / Max HP +15% / Stun rate+5%	S Nala Lava Tubes (Coliseum Tag Mode after beating Elite rank)
·	Geo Fist	5	771	771	Wind 10%	—	950	P.DEF+50 / A.DEF+55 / VIT +10%	L Chapter 11 Spirius Corp. (4)
·	Deluge Fist	4	482	482	Fire 10%	—	504	P.DEF+35 / A.DEF+40 / DEX+10%	L Debt Repayment Interval 8-9
·	Blazing Fury	5	812	812	Water 10%	—	1008	P.DEF+52 / A.DEF+60 / When enemy defeated HP5% Restore	L Debt Repayment Interval 11-12
·	Sylph Wings	5	661	661	Earth 10%	—	720	P.DEF+40 / A.DEF+48 / AGI +10%	L Debt Repayment Interval 9-10
·	Valkyrie Wings	6	867	867	Dark10%	—	1080	P.DEF+60 / A.DEF+69 / Restores 6% TP every 10 seconds	L Debt Repayment Interval 12-13
·	DEMON’S BANE	6	991	991	Light10%	—	1224	P.DEF+80 / A.DEF+85 / TP Cost 10% Reduction	L Debt Repayment Interval 14-15
·	Force of Nature	7	1309	1309	Wind 15%	—	5882	P.DEF+125 / A.DEF+120 / Stun Resist +10% / VIT +10%	L Coliseum Tag Mode after beating Elite rank
·	Tidal Rush	7	1307	1307	Fire15%	—	5882	P.DEF+118 / A.DEF+126 / Max HP +10% / DEX+10%	L Coliseum Tag Mode after beating Elite rank

	FIST OF LEGEND	7	1311	1311	Water 15%	—	5882	P.DEF+130 / A.DEF+110 / PSY+10% / When enemy defeated HP5% Restore	L Coliseum Tag Mode after beating Elite rank
	Rending Fist	7	1304	1304	Earth 15%	—	5882	P.DEF+120 / A.DEF+120 / Critical rate+10% / AGI +10%	L Coliseum Tag Mode after beating Elite rank
	Guardian Angel	7	1315	1315	Dark15%	—	5882	P.DEF+115 / A.DEF+128 / INT +10% / Restores 6% TP every 10 seconds	L Coliseum Tag Mode after beating Elite rank

	Fallen Angel	7	1305	1305	Light15%	—	5882	P.DEF+122 / A.DEF+128 / STR+10% / TP Cost 10% Reduction	L Coliseum Tag Mode after beating Elite rank
	Folzex, the Grudge-Bearer	3	765	765	—	—	—	Damage +30% / Increase damage taken in battle	A Complete Expert Rank of Coliseum's Tag Mode
	Sealed Phantasia	3	482	482	—	—	—	—	A Earth Cape, Please!
	Phantasia Restored	8	1724	1719	—	—	—	P.DEF+150 / A.DEF+135 / TP Cost 12% Reduction / Restores 4% TP every 5 seconds / Elemental Ore gained in combat+10%	L Coliseum Tag Mode after beating Elite rank
	Sealed Hearts	3	482	482	—	—	—	—	A Complete Advanced Rank of Coliseum's Tag Mode

Seraphic Hearts	8	1715	1725	—	—	—	P.DEF+140 / A.DEF+140 / Linked Artes gauge fill rate +20% / Over Limit duration+30% / PSY+20%	L Coliseum Tag Mode after beating Elite rank
Teepo Mittens	5	619	619	Strike 15%	—	—	P.DEF+61 / A.DEF+45 / When enemy defeated HP3% Restore / Stun rate+5%	E Jude Episode 5 at the end
Rollo Mittens	5	70	70	—	—	—	P.DEF+7 / A.DEF+7 / Increases item drop rate	C Fennmont

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Swords (Milla)

NAME	AC	P.ATK	A.ATK	Resist	Buy	Sell	Effect	Obtain
Rapier	3	351	346	—	1560	156	—	S Sharilton
Khukuri	4	441	434	—	3120	312	—	S Fennmont
Scimitar	5	664	653	—	7800	780	—	S Fennmont
Dual Edge	5	739	726	—	—	10	Linked Artes gauge fill rate +15%	T Epsilla Ruins (Fractured)
Balanced Blade	5	798	784	—	10300	1030	DEX+10% / Critical rate+5%	S Drellin
Solid Edge	6	887	872	—	11230	1123	—	S Drellin
Corrugated Blade	6	947	930	—	12480	1248	—	S Trigleph
Porous Blade	7	1141	1120	—	39000	3900	AGI +10%	S Xian Du
Rune Blade	7	1156	1135	—	39500	3950	—	S Xian Du
Royal Rose	7	1394	1369	—	50000	5000	DEX+10%	S Fennmont (after beating

								the game)
Eidolon, the Immortal	7	1707	1676	—	100000	10000	—	S Nala Lava Tubes (Coliseum Tag Mode after beating Elite rank)
File Blade	5	873	857	—	—	1092	VIT +10%	L Debt Repayment Interval 11-12
Vorpal Knife	6	932	916	—	—	1170	INT +5%	L Debt Repayment Interval 12-13
Detonator	4	485	478	—	—	312	STR+10%	L Debt Repayment Interval 7-8
Harpy Edge	5	709	697	—	—	780	Casting time reduction 4%	L Debt Repayment Interval 9-10
Blessed Blade	3	411	404	—	—	203	Restores 5% HP every 5 seconds	L Chapter 7 Milla's Shrine (Fractured) - Nia Khera (Fractured)
Cursebreaker	6	1066	1047	—	—	1326	When enemy defeated HP5% Restore	L Debt Repayment Interval 14-15
Dustbrand	7	1409	1380	—	—	5882	Restores 5% HP every 5 seconds / VIT +10%	L Coliseum Tag Mode after beating Elite rank
Vorpal Sword	7	1411	1376	—	—	5882	Restores 3% TP every 5 seconds / INT +10%	L Coliseum Tag Mode after beating Elite rank
Flamberge	7	1402	1390	—	—	5882	Critical rate+5% / STR+10%	L Coliseum Tag Mode after beating Elite rank

Sonic Edge	7	1404	1388	—	—	5882	DEX+10% / Casting time reduction 4%	L Coliseum Tag Mode after beating Elite rank
Sun Falcon	7	1409	1396	—	—	5882	TP Cost 12% Reduction / Restores 5% HP every 5 seconds	L Coliseum Tag Mode after beating Elite rank
Black Sunfire	7	1415	1383	—	—	5882	When enemy defeated HP5% Restore / PSY+10%	L Coliseum Tag Mode after beating Elite rank
Dranduo, the Howling Beast	3	765	765	—	—	—	Damage +30% / Increase damage taken in battle	A Complete Expert Rank of Coliseum's Tag Mode
Sealed Rebirth	3	515	507	—	—	—	—	A Needed For a Certain Contract
Crusader of Rebirth	8	1856	1822	—	—	—	Casting time reduction 5% / STR+15% / INT +15%	L Coliseum Tag Mode after beating Elite rank
Sealed Destiny	3	515	507	—	—	—	—	A Complete Advanced Rank of Coliseum's Tag Mode
Destiny Bringer	8	1856	1822	All Element 15%	—	—	Gald gained in combat +30% / VIT +20% /PSY +20%	L Coliseum Tag Mode after beating Elite rank
Fangirl	5	664	653	—	—	—	Critical rate+5% / Stun rate+5%	E Milla Episode 6 at the end
Cat Stack	5	280	280	—	—	—	Increases item drop rate	C Nia Khera

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Swords (Alvin)

NAME	AC	P.ATK	A.ATK	Resist	Buy	Sell	Effect	Obtain
Broadsword	2	178	164	—	990	99	—	S Aladhi Seahaven
Lazy Iron	3	256	231	—	1320	132	—	S Kijara Seafalls
Bastard Sword	3	398	352	—	2150	215	—	S Sharilton
Wrecking Blade	4	461	406	—	3300	330	—	S Sharilton
Geocrusher	5	698	608	—	8250	825	—	S Fennmont
Heavy Anchor	5	792	689	—	10730	1073	—	S Fennmont
The Shredder	6	934	810	—	12380	1238	—	S Drellin
Brute Masher	6	1091	945	—	14030	1403	—	S Trigleph
Radiator	7	1218	1053	—	41250	4125	—	S Xian Du
Ogre Sword	7	1202	1039	—	41500	4150	Stun rate+10%	S Xian Du
Dyno Smasher	7	1470	1268	—	50000	5000	When enemy defeated HP5% Restore	S Fennmont (after beating the game)
Adahalma, the Condemned	7	1801	1551	—	100000	10000	Max HP +15% / VIT +10% / Stun Resist +10%	S Nala Lava Tubes (Coliseum Tag Mode after beating Elite rank)
Solid Breaker	5	871	756	—	—	1089	Stun rate+10%	L Chapter 11 Spirius Corp. (4)
Mako	4	540	473	—	—	578	Restores 3% TP every 10 seconds	L Debt Repayment Interval 8-9

Savage Flare	6	1123	972	—	—	1403	STR+10%	Debt Repayment Interval 14-15
Stormbringer	5	918	797	—	—	1155	Critical rate+5%	Debt Repayment Interval 11-12
Regal Blade	3	430	379	—	—	215	INT +10%	Chapter 7 Milla’s Shrine (Fractured) - Nia Khera (Fractured)
Mourning Edge	3	351	312	—	—	165	When enemy defeated HP5% Restore	Chapter 7 Oscore (Fractured)
Cluster Fang	7	1488	1277	—	—	5882	VIT +10% / Stun rate+10%	Coliseum Tag Mode after beating Elite rank
Wavecrasher	7	1485	1287	—	—	5882	STR+10% / When enemy defeated HP5% Restore	Coliseum Tag Mode after beating Elite rank
Effigy Blade	7	1493	1281	—	—	5882	Restores 5% HP every 5 seconds / STR+10%	Coliseum Tag Mode after beating Elite rank
Zephyr Sword	7	1482	1285	—	—	5882	Restores 3% HP every 10 seconds / Critical rate+5%	Coliseum Tag Mode after beating Elite rank
Redeemer	7	1480	1289	—	—	5882	When enemy defeated HP5% Restore / INT +10%	Coliseum Tag Mode after beating Elite rank
Impulse Edge	7	1491	1276	—	—	5882	Critical rate+5% / When enemy defeated HP5% Restore	Coliseum Tag Mode after beating Elite rank

Vicehein, the Howler	3	765	765	—	—	—	Damage +30% / Increase damage taken in battle	A Complete Expert Rank of Coliseum's Tag Mode
Sealed Tempest	3	540	470	—	—	—	—	A I Need a Salmon
Tempest Unbound	8	1970	1671	—	—	—	Linked Artes gauge fill rate +20% / VIT +20% / AGI +20%	L Coliseum Tag Mode after beating Elite rank
Sealed Legendia	3	545	473	—	—	—	—	A Complete Advanced Rank of Coliseum's Tag Mode
Shining Legendia	8	1958	1695	—	—	—	TP Cost 12% Reduction / Critical rate+10% / Stun rate+10%	L Coliseum Tag Mode after beating Elite rank
Squid on a Stick	5	698	608	—	—	—	Restores 1% HP every 5 seconds	E Alvin Episode 5 at the end
Scratching Post	5	280	280	—	—	—	Increases item drop rate	C Xian Du

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Staff (Elize)

NAME	AC	P.ATK	A.ATK	Resist	Buy	Sell	Effect	Obtain
Wand	2	162	178	—	830	83	—	S Aladhi Seahaven
Precious Wand	5	597	698	—	6900	690	—	S Fennmont
Fortune Rod	5	663	776	—	—	10	INT +10% / Casting time reduction 2%	T Epsilla Ruins (Fractured)
Grand Scepter	5	871	742	—	9660	966	—	S Drellin

Compass Rod	6	795	934	—	10350	1035	—	S Drellin
Stinger	6	1091	926	—	11730	1173	—	S Trigleph
Wisteria	7	1019	1202	—	34500	3450	—	S Xian Du
Lindworm Staff	7	1198	1032	—	35000	3500	—	S Xian Du
Guivre Rod	7	1243	1470	—	50000	5000	VIT +10%	S Fennmont (after beating the game)
Blue Crystal Rod	7	1520	1801	—	100000	10000	Restores 3% TP every 5 seconds / INT +15% / Casting time reduction 4%	S Nala Lava Tubes (Coliseum Tag Mode after beating Elite rank)
Ruby Wand	5	781	918	—	—	966	25% Chance of automatic revival	L Debt Repayment Interval 11-12
Mace	3	228	256	—	1100	110	—	S Sharilton
Brandung	6	834	981	—	—	1035	Restores 5% HP every 5 seconds	L Debt Repayment Interval 12-13
Eternal Flame	4	439	508	—	—	276	Max HP +15%	L Debt Repayment Interval 7-8
Air Rod	5	637	745	—	—	690	TP Cost 10% Reduction	L Debt Repayment Interval 9-10
Star Rod	6	953	1123	—	—	1173	Restores 3% TP every 5 seconds	L Debt Repayment Interval 14-15
Energy Wand	3	307	351	—	—	138	PSY+10%	L Debt Repayment Interval 5-6
Crimson Staff	7	1260	1481	—	—	5882	VIT +10% / 25% Chance of automatic revival	L Coliseum Tag Mode after beating Elite rank

Stromung	7	1251	1490	—	—	5882	INT +10% / Restores 5% HP every 5 seconds	L Coliseum Tag Mode after beating Elite rank
Blaze Rod	7	1265	1480	—	—	5882	STR+10% / Max HP +15%	L Coliseum Tag Mode after beating Elite rank
Sylvan Rod	7	1256	1485	—	—	5882	AGI +10% / TP Cost 10% Reduction	L Coliseum Tag Mode after beating Elite rank
Princess Premiere	7	1268	1488	—	—	5882	Casting time reduction 4% / Restores 3% TP every 5 seconds	L Coliseum Tag Mode after beating Elite rank
Court Staff	4	399	461	—	2760	276	—	S Fennmont
Captivated Heart	7	1253	1492	—	—	5882	STR+10% / Stun rate+5%	L Coliseum Tag Mode after beating Elite rank
Tregatoria, the Bellowing Demon	3	765	765	—	—	—	Damage +30% / Increase damage taken in battle	A Complete Expert Rank of Coliseum's Tag Mode
Sealed World	3	465	540	—	—	—	—	A Fruit Yakisoba, Please!
Brave World	8	1651	1964	—	—	—	Max HP +30% / Restores 5% HP every 5 seconds / 50% Chance of automatic revival	L Coliseum Tag Mode after beating Elite rank
Sealed Abyss	3	478	532	—	—	—	—	A Complete Advanced Rank of Coliseum's Tag Mode

Abyssal Ruin	8	1666	1952	—	—	—	Linked Artes gauge fill rate +20% / Casting time reduction 5% / TP Cost 15% Reduction	L Coliseum Tag Mode after beating Elite rank
Teepo Umbrella	5	597	698	Water 20%	—	—	P.DEF+30 / A.DEF+30 / EXP gained+10% / Elemental Ore gained in combat+12%	E Elize Episode 4 at the end
Foxtail	5	83	83	—	—	—	Increases item drop rate	C Hamil

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other, T =Treasure, P =Prize

Rapiers (Rowen)

NAME	AC	P.ATK	A.ATK	Resist	Buy	Sell	Effect	Obtain
Estoc	2	169	174	—	900	90	—	S Aladhi Seahaven
Leonidas	3	241	250	—	1200	120	—	S Kijara Seafalls
Arachnophobia	6	914	964	—	12000	1200	—	S Trigleph
Hero Sword	6	1000	1055	—	12750	1275	—	S Trigleph
Steward's Sword	7	1100	1161	—	37500	3750	Critical rate+10%	S Xian Du
Royal Rapier	7	1114	1176	—	38000	3800	—	S Xian Du
Snowflake	7	1344	1419	—	50000	5000	INT +10%	S Fennmont (after beating the game)
Soaring Eagle, the Patriot	7	1644	1738	—	100000	10000	PSY+10% / TP Cost 10% Reduction	S Nala Lava Tubes (Coliseum Tag Mode after beating Elite rank)

Alloy Blade	5	842	888	—	—	1050	VIT +10%	L Debt Repayment Interval 11-12
Dread Needle	6	857	903	—	—	1087	Max HP +10%	E Chapter 12: Dig up time capsule
Water Harpoon	4	498	523	—	—	525	Critical rate+10%	L Debt Repayment Interval 8-9
Epee	3	355	372	—	1650	165	—	S Sharilton
Jutte	4	427	447	—	3000	300	—	S Fennmont
Vortex	6	1028	1085	—	—	1275	Max HP +15%	L Debt Repayment Interval 14-15
Tourbillon	5	771	812	—	—	975	AGI +10%	L Debt Repayment Interval 10-11
Noble Horn	6	900	949	—	—	1125	TP Cost 10% Reduction	L Debt Repayment Interval 12-13
Gorgon Gaze	3	327	341	—	—	150	INT +10%	L Debt Repayment Interval 5-6
Dusk Stiletto	7	1360	1431	—	—	5882	Restores 3% TP every 5 seconds / VIT +10%	L Coliseum Tag Mode after beating Elite rank
Hydrolancer	7	1354	1438	—	—	5882	DEX+10% / Critical rate+10%	L Coliseum Tag Mode after beating Elite rank
Maelstrom	7	1365	1429	—	—	5882	STR+10% / Max HP +15%	L Coliseum Tag Mode after beating Elite rank

TYPHON’S WALTZ	7	1358	1434	—	—	5882	Casting time reduction 4% / AGI +10%	L Coliseum Tag Mode after beating Elite rank
Sacred Horn	7	1355	1441	—	—	5882	Restores 5% HP every 5 seconds / TP Cost 10% Reduction	L Coliseum Tag Mode after beating Elite rank
Abeille	5	728	766	—	9750	975	—	S Fennmont
Sworn Rapier	6	871	918	—	10800	1080	—	S Drellin
Bloodsucker	7	1353	1445	—	—	5882	When enemy defeated HP5% Restore / Restores 3% TP every 5 seconds	L Coliseum Tag Mode after beating Elite rank
Melandetra, the Deathbringer	3	765	765	—	—	—	Damage +30% / Increase damage taken in battle	A Complete Expert Rank of Coliseum’s Tag Mode
Sealed Symphonia	3	498	523	—	—	—	—	A For All My Honeys
Light of Symphonia	8	1770	1900	—	—	—	Over Limit duration+30% / Casting time reduction 4% / TP Cost 12% Reduction	L Coliseum Tag Mode after beating Elite rank
Sealed Destiny 2	3	498	523	—	—	—	—	A Complete Advanced Rank of Coliseum’s Tag Mode
Champion of Destiny	8	1808	1870	—	—	—	Linked Artes gauge fill rate +20% / STR+15% / PSY+15%	L Coliseum Tag Mode after beating Elite rank

Pointing Stick	5	642	675	—	—	—	DEX+20% / INT +20%	E Rowen Episode 4 at the end
Fishing Rod	5	280	280	—	—	—	Increases item drop rate	C Sharilton

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Rods (Leia)

NAME	AC	P.ATK	A.ATK	Resist	Buy	Sell	Effect	Obtain
Quarterstaff	2	171	169	—	920	92	—	S Aladhi Seahaven
Silver Rod	3	244	241	—	1220	122	—	S Kijara Seafalls
Jingu Bang	3	346	341	—	1680	168	—	S Sapstrath Seahaven
Fossil Rod	7	1369	1344	—	50000	5000	—	S Fennmont (after beating the game)
Lead Shaft	5	857	842	—	—	1071	Stun rate+10%	L Debt Repayment Interval 11-12
Fountain Rod	6	916	900	—	—	1148	When enemy defeated HP5% Restore	L Debt Repayment Interval 12-13
Flint Pole	4	478	470	—	—	306	STR+10%	L Debt Repayment Interval 7-8
Wind Striker	5	697	685	—	—	765	AGI +10%	L Debt Repayment Interval 9-10
Light Fang	7	1135	1114	—	—	3850	Restores 6% TP every 10 seconds	L Debt Repayment Interval 15-16

Monk’s Paintbrush	6	1047	1028	—	—	1301	Casting time reduction 4%	L Debt Repayment Interval 14-15
Bison Bat	3	375	370	—	1990	199	—	S Fennmont
Feather Float	4	434	427	—	3060	306	—	S Fennmont
Hanuman Shaft	5	726	713	—	—	10	DEX+10%	T Epsilla Ruins (Fractured)
Gravity Rod	7	1386	1355	—	—	5882	Critical rate+5% / Stun rate+10%	L Coliseum Tag Mode after beating Elite rank
Water Lily	7	1381	1360	—	—	5882	PSY+10% / Max HP +10%	L Coliseum Tag Mode after beating Elite rank
Yama-raja Pole	7	1395	1346	—	—	5882	When enemy defeated HP5% Restore / STR+10%	L Coliseum Tag Mode after beating Elite rank
Gale Rod	7	1383	1358	—	—	5882	Casting time reduction 4% / AGI +10%	L Coliseum Tag Mode after beating Elite rank
Solreina, Rod of the Heavens	7	1401	1377	—	—	5882	TP Cost 12% Reduction / Restores 6% TP every 10 seconds	L Coliseum Tag Mode after beating Elite rank
Black Brush	7	1397	1367	—	—	5882	DEX+10% / Casting time reduction 4%	L Coliseum Tag Mode after beating Elite rank
Padvent, the Incantor	3	765	765	—	—	—	Damage +30% / Power boost based on cumulative linked time and Linked Artes usage count	A Complete Expert Rank of Coliseum’s Tag Mode

Rune Staff	5	814	799	—	10710	1071	—	S Drellin
Mythril Rod	6	930	914	—	12240	1224	—	S Trigleph
Mile High	7	1120	1100	—	38250	3825	—	S Xian Du
Sealed Graces	3	512	493	—	—	—	—	A Researching the Competition
Bestower of Graces	8	1833	1788	—	—	—	Casting time reduction 5% / AGI +15% / P.DEF+20%	L Coliseum Tag Mode after beating Elite rank
Sealed Fandom	3	503	504	—	—	—	—	A Complete Advanced Rank of Coliseum's Tag Mode
Fandom's Beacon	8	1814	1798	—	—	—	TP Cost 15% Reduction / Critical rate+10% / VIT +20%	L Coliseum Tag Mode after beating Elite rank
Lacrosse Stick	5	653	642	—	—	—	VIT +15% / AGI +15% / PSY+15%	E Leia Episode 4 at the end
Gimme-Dat!	5	83	83	—	—	—	Increases item drop rate	C Leronde

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Katanas (Gaius)

NAME	AC	P.ATK	A.ATK	Resist	Buy	Sell	Effect	Obtain
Shiranami	6	447	420	—	3180	318	—	S Drellin
Takezo	7	675	631	—	7950	795	—	S Fennmont
Dotanuki	7	766	715	—	10340	1034	—	S Fennmont
Kuroshima	7	842	785	—	11130	1113	—	S Drellin

Shirajima	8	903	841	—	11930	1193	—	S Drellin
Conqueror's Blade	9	1207	1122	—	—	—	30% Chance of automatic revival / Restores 4% HP every 5 seconds / Restores 2% TP every 5 seconds	E Examine sword in Hamil after Milla Episode 6
Kongo Yasha Katana	9	1441	1335	—	—	5882	When enemy defeated HP5% Restore / Max HP +15%	L Coliseum Tag Mode after beating Elite rank
Batoh Katana	9	1443	1321	—	—	5882	When enemy defeated HP5% Restore / Critical rate+5%	L Coliseum Tag Mode after beating Elite rank
Soul's Requiem	3	765	765	—	—	—	Damage +30% / Power boost based on cumulative linked time and Linked Artes usage count	A Complete Expert Rank of Coliseum's Tag Mode
Yasutsuna	9	1419	1318	—	50000	5000	A.ATK +10% / DEX+5%	S Fennmont (after beating the game)
Kurikara	9	1738	1613	—	100000	10000	PSY+15% / Critical rate+10% / When enemy defeated HP5% Restore	S Nala Lava Tubes (Coliseum Tag Mode after beating Elite rank)
Haniyasu	7	812	757	—	—	1034	Stun rate+10%	L Debt Repayment Interval 10-11
Mizunohame	8	1009	939	—	—	1272	Restores 6% TP every 10 seconds	L Debt Repayment Interval 13-14
Kagutsuchi	6	493	462	—	—	318	Restores 10% HP every 10 seconds	L Debt Repayment Interval 8-9
Shinatsuhiko	7	888	827	—	—	1113	TP Cost 10% Reduction	L Debt Repayment Interval 11-12

Sealed Eternia	3	523	490	—	—	—	—	A You Gotta Help Me!
Eternia's Promise	10	1901	1723	—	—	—	Linked Artes gauge fill rate +20% / TP Cost 20% Reduction / PSY+20%	L Coliseum Tag Mode after beating Elite rank
Sealed Abyss Beta	3	523	490	—	—	—	—	A Complete Advanced Rank of Coliseum's Tag Mode
Amaterasu	9	1176	1094	—	—	3975	Max HP +15%	L Debt Repayment Interval 15-16
Tsukuyomi	8	1085	1010	—	—	1352	When enemy defeated HP5% Restore	L Debt Repayment Interval 14-15
Aizen Katana	9	1434	1332	—	—	5882	Max HP +15% / Stun rate+10%	L Coliseum Tag Mode after beating Elite rank
Gundari Katana	9	1430	1338	—	—	5882	INT +10% / Restores 6% TP every 10 seconds	L Coliseum Tag Mode after beating Elite rank
Gosanze Katana	9	1439	1325	—	—	5882	PSY+10% / Restores 10% HP every 10 seconds	L Coliseum Tag Mode after beating Elite rank
Kujaku Katana	9	1426	1332	—	—	5882	DEX+10% / TP Cost 10% Reduction	L Coliseum Tag Mode after beating Elite rank
Abyssal Radiance	10	1872	1784	—	—	—	Over Limit duration+30% / 50% Chance of automatic revival / Ailment resistance +30%	L Coliseum Tag Mode after beating Elite rank

Festival Paddle	5	675	631	—	—	—	When enemy defeated HP3% Restore / Stun rate+5%	E Gaius Episode 4 at the end
Catana	5	83	83	—	—	—	Increases item drop rate	C Kanbalar

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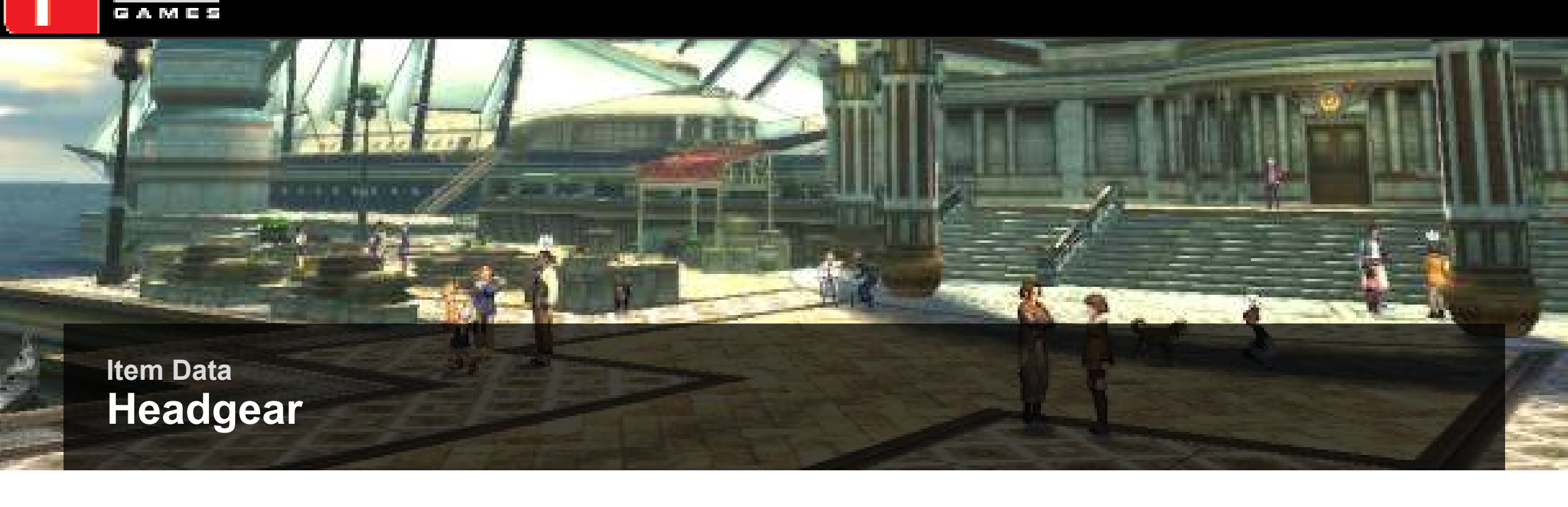
Hairpins (Muzét)

NAME	AC	P.ATK	A.ATK	Resist	Buy	Sell	Effect	Obtain
Violet Pin	4	447	501	—	2820	282	P.DEF+20 / A.DEF+33	S Drellin
Wildflower Pin	5	608	686	—	7050	705	P.DEF+16 / A.DEF+45	S Drellin
First Love	5	689	779	—	9170	917	P.DEF+30 / A.DEF+51	S Fennmont
Fortune Pin	5	756	857	—	9870	987	P.DEF+37 / A.DEF+58	S Drellin
Lingering Affection	6	864	980	—	11280	1128	P.DEF+41 / A.DEF+70	S Trigleph
Demon Ward	7	1039	1181	—	35250	3525	P.DEF+54 / A.DEF+86	S Xian Du
Butterfly Token	7	1268	1444	—	50000	5000	P.DEF+100 / A.DEF+120 / AGI +10%	S Fennmont (after beating the game)
Peace Pinion	7	1551	1769	—	100000	10000	P.DEF+135 / A.DEF+160 / Restores 10% HP every 10 seconds / PSY+10%	S Nala Lava Tubes (Coliseum Tag Mode after beating Elite rank)
Heirloom Pin	6	904	1027	Wind10%	—	1128	P.DEF+52 / A.DEF+75 / Max HP +15%	L Debt Repayment Interval 13-14
Teardrop Pin	6	851	965	Fire10%	—	1058	P.DEF+40 / A.DEF+68 / Restores 6% TP every 10	L Debt Repayment Interval 12-13

							seconds	
Embertree Pin	5	797	903	Water10%	—	987	P.DEF+36 / A.DEF+61 / PSY+10%	L Debt Repayment Interval 11-12
Featherflow Pin	5	729	826	Earth10%	—	917	P.DEF+34 / A.DEF+54 / Casting time reduction 3%	L Debt Repayment Interval 10-11
Angelic Pin	7	1053	1197	Dark10%	—	3550	P.DEF+56 / A.DEF+91 / TP Cost 10% Reduction	L Debt Repayment Interval 15-16
Ebonwing Pin	6	972	1104	Light10%	—	1199	P.DEF+53 / A.DEF+84 / When enemy defeated HP5% Restore	L Debt Repayment Interval 14-15
Legacy Pin	7	1286	1454	Wind15%	—	5882	P.DEF+128 / A.DEF+145 / Restores 5% HP every 5 seconds / Max HP +15%	L Coliseum Tag Mode after beating Elite rank
Seastorm Pin	7	1285	1466	Fire15%	—	5882	P.DEF+127 / A.DEF+146 / INT +10% / Restores 6% TP every 10 seconds	L Coliseum Tag Mode after beating Elite rank
Wildfire Pin	7	1290	1450	Water15%	—	5882	P.DEF+129 / A.DEF+145 / STR+10% / PSY+10%	L Coliseum Tag Mode after beating Elite rank
Whirlwind Pin	7	1281	1460	Earth15%	—	5882	P.DEF+128 / A.DEF+146 / Critical rate+10% / Casting time reduction 3%	L Coliseum Tag Mode after beating Elite rank
Rapture Pin	7	1287	1457	Dark15%	—	5882	P.DEF+128 / A.DEF+145 / AGI +10% / TP Cost 10% Reduction	L Coliseum Tag Mode after beating Elite rank

Ravenwing Pin	7	1278	1465	Light15%	—	5882	P.DEF+127 / A.DEF+146 / When enemy defeated HP5% Restore / VIT +10%	L Coliseum Tag Mode after beating Elite rank
Clasp of Deliverance	3	765	765	—	—	—	Damage +30% / Power boost based on cumulative linked time and Linked Artes usage count	A Complete Expert Rank of Coliseum's Tag Mode
Sealed Xillia	3	467	544	—	—	—	—	A Please!
Paragon of Xillia	8	1680	1932	Fire Water Wind Earth Light Dark 20%	—	—	P.DEF+160 / A.DEF+192 / Linked Artes gauge fill rate +20% / Casting time reduction 4% / Ailment resistance +30%	L Coliseum Tag Mode after beating Elite rank
Sealed New World	3	494	518	—	—	—	—	A Complete Advanced Rank of Coliseum's Tag Mode
Gem of the New World	8	1695	1914	Light30%	—	—	P.DEF+163 / A.DEF+190 / TP Cost 25% Reduction / When enemy defeated HP15% Restore / Restores 6% TP every 10 seconds	L Coliseum Tag Mode after beating Elite rank
Sweet Dumplings	5	608	686	—	—	—	P.DEF+40 / A.DEF+65 / TP Cost 10% Reduction / Restores 10% HP every 10 seconds	E Muzét Episode 4 at the end

Kitty Pin	5	280	280	—	—	—	Increases item drop rate	Nia Khera Hallowmont



Item Data

Headgear

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Helm (Men)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Leather Helm	35	34	—	230	23	—	S Aladhi Seahaven
Iron Helm	45	43	—	290	29	—	S Aladhi Seahaven
Bronze Helm	78	72	—	460	46	—	S Kijara Seafalls
Armet Helm	122	110	—	860	86	—	S Sharilton
Silver Helm	177	158	—	1140	114	—	S Fennmont
Hard Hat	220	196	Strike 20%	—	114	Stun Resist +10%	L Debt Repayment Interval 7-8
Duel Helm	242	215	—	2860	286	—	S Fennmont
Fire Helm	270	239	Water 30%	—	286	VIT +5%	L Debt Repayment Interval 9-10
Nightmare Helm	297	262	Light 30%	—	372	PSY+5%	L Chapter 11 Spirius Corp. (4)
Gothic Helm	302	267	—	4010	401	—	S Drellin
Mythril Helm	335	296	—	4290	429	—	S Drellin
Demon Helm	357	315	—	—	429	Restores 3% HP when enemy defeated	L Debt Repayment Interval 12-13
Sacred Helm	390	343	Dark 30%	4860	486	—	S Xian Du
The Black Helm	406	358	Light 25%,Dark 100%	—	10	PSY+10%	A Golem Slayer Wanted
Dragon Helm	423	372	Fire 30%	—	1430	VIT +5%	L Debt Repayment Interval 15-16
General Helm	454	411	—	18000	1800	INT+5%	S Fennmont (After beating the game)
Rare Helm	461	405	—	18000	1800	—	S Fennmont (After beating the game)
Star Helm	507	461	Dark 30%	—	4000	Restores 5% HP at regular intervals	L After beating the game
Golden Helm	515	453	Shoot 10%	—	4000	Ailment resistance +20%	L After beating the game
Glorious Helm	597	524	Slash 10%	32000	3200	Stun resistance +10%	S Felgana Mine (Coliseum Tag beat Elite rank)
Light ning Helm	574	509	Fire, Wind, Light 30%	32000	3200	PSY+5%	S Felgana Mine (Coliseum Tag beat Elite rank)
Fateful Helm - Ludger	663	596	Light Dark 30%	—	10000	Confusion resistance +30% / Poison resistance+30%	L Coliseum Tag beat Elite rank
Unrelenting Helm - Alvin	649	561	Water 30%, Strike 10%	—	10000	Skillseal resistance +30%	L Coliseum Tag beat Elite rank
Unforgiven - Alvin	681	596	Shoot 10%	—	10000	Nausea resist+30% / 20% Chance of auto-revive from K.O.	L Coliseum Tag beat Elite rank
Karura Helm - Gaius	672	589	Strike 10%	—	10000	Weakness resistance+30% / PSY+5%	L Coliseum Tag beat Elite rank

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Hat (Men)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Knit Cap	34	34	—	220	22	—	S Aladhi Seahaven
Round Straw Hat	45	43	—	270	27	—	S Aladhi Seahaven
Fine Hat	76	71	—	440	44	—	S Kijara Seafalls
Silver Hat	118	107	—	820	82	—	S Sharilton
Tiger Cap	342	306	Slash 10%	—	410	When enemy defeated HP3% Restore	L Debt Repayment Interval 12-13
Happy Hat	373	333	—	4640	464	—	S Xian Du
Doctor Cap	410	355	—	—	1365	INT+5%	L Debt Repayment Interval 15-16
Hero’s Hat	404	361	—	—	1365	PSY+5%	L Debt Repayment Interval 15-16
Hunting Beret	170	154	—	1090	109	—	S Fennmont
Chapka	212	190	Water 30%, Strike 10%	—	109	—	L Debt Repayment Interval 7-8
Cowboy Hat	232	209	—	2730	273	—	S Fennmont
Green Beret	258	232	Earth 30%	—	273	AGI +5%	L Debt Repayment Interval 9-10
Red Beret	441	393	—	18000	1800	—	S Fennmont (After beating the game)
Viking Hat	490	447	Water 50%	—	4000	VIT +5%	L After beating the game
Fighting Cap	496	435	Fire 50%	—	4000	Burning resistance +50%	L After beating the game
Wizard’s Hat - Jude,Rowen	571	509	Dark 50%	32000	3200	TP Cost 5% Reduction	S Felgana Mine (Coliseum Tag beat Elite rank)
Striped Hat	274	246	—	—	280	INT+10%	A Trouble in the Area
Earth Cap	285	255	Wind 30%	—	355	VIT +5%	L Chapter 11 Spirius Corp. (4)
Noble Hat	305	274	Fire, Wind 15%	—	382	—	L Debt Repayment Interval 11-12
Exile Hat	321	287	—	4100	410	—	S Drellin
Divine Miter	569	523	Light 50%	32000	3200	Every 10 seconds TP3% Restore	S Felgana Mine (Coliseum Tag beat Elite rank)
Tactician’s Hat - Jude,Rowen	574	518	Fire, Water, Wind, Earth 25%	32000	3200	INT+5%	S Felgana Mine (Coliseum Tag beat Elite rank)
Valhalla Hat - Rowen	650	578	Slash 10%	—	10000	Bleeding resistance+30% / Casting time reduction 4%	L Coliseum Tag beat Elite rank

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Circlet (Women)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Iron Circlet	34	34	—	200	20	—	S Aladhi Seahaven
Bronze Circlet	44	45	—	250	25	—	S Aladhi Seahaven
Headdress	72	78	—	400	40	—	S Kijara Seafalls
Silver Circlet	111	121	—	760	76	—	S Sharilton
Cat Hairband	159	175	—	1010	101	—	S Fennmont
Mirage Crest	198	219	—	—	101	AGI +5%	L Debt Repayment Interval 7-8
Turtle Crest	217	240	—	2520	252	—	S Fennmont
Rune Circlet	241	267	Fire, Water, Wind, Earth, Light Dark 15%	—	252	TP Cost 5% Reduction	L Debt Repayment Interval 9-10
Wind Crest	265	294	Wind 30%	—	328	Every 5 seconds TP1% Restore	L Chapter 11 Spirius Corp. (4)
Mythril Circlet	270	300	—	3530	353	—	S Drellin
Gold Circlet	299	332	—	3780	378	—	S Drellin
Holy Circlet	318	354	Dark 30%	—	378	Every [5] seconds HP3% Restore	L Debt Repayment Interval 12-13
Platinum Circlet	347	386	—	4280	428	—	S Xian Du
Elemental Circlet	361	403	Fire, Water, Wind, Earth, Light, Dark 15%	—	480	—	A Fish Research
Angel Circlet	376	419	—	—	1260	Casting time reduction 2%	L Debt Repayment Interval 15-16
Rare Circlet	417	449	—	18000	1800	—	S Fennmont (After beating the game)
Sun Circlet	409	457	Fire, Light 35%	18000	1800	Max HP +10%	S Fennmont (After beating the game)
Queen Circlet - Milla	457	511	—	—	4000	INT+5%	L After beating the game
Moon Circlet - Leia	451	519	Dark 35%	—	4000	Every 10 seconds TP3% Restore	L After beating the game
Unusual Crest	527	581	—	32000	3200	—	S Felgana Mine (Coliseum Tag beat Elite rank)
Shining Veil - Milla	530	592	Light, Dark 20%	32000	3200	10% Chance of auto-revive from K.O.	S Felgana Mine (Coliseum Tag beat Elite rank)
Innocent Crest - Leia	538	584	Light 50%	32000	3200	TP Cost 3% Reduction	S Felgana Mine (Coliseum Tag beat Elite rank)
Immortal Circlet - Milla	618	657	Fire, Water, Wind, Earth 15%	—	10000	Ailment resist +15%	L Coliseum Tag beat Elite rank
Soleil Circlet - Leia	602	673	Darkness 30%	—	10000	Poison resist+30% / TP Cost 3% Reduction	L Coliseum Tag beat Elite rank

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Ribbon (Women)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Ribbon	34	34	—	190	19	—	S Aladhi Seahaven
Fancy Ribbon	107	119	—	720	72	—	S Sharilton
White Ribbon	117	129	Light 30%	—	72	Max HP +10%	L Chapter7 Oscore (Fractured)
Striped Ribbon	154	171	—	970	97	—	S Fennmont
Aqua Ribbon	190	213	Water 30%	—	97	INT+5%	L Debt Repayment Interval 7-8
Magical Ribbon	209	234	—	2420	242	—	S Fennmont
Elemental Ribbon	232	261	Fire, Water, Wind, Earth 15%	—	242	PSY+5%	L Debt Repayment Interval 9-10
Green Ribbon	255	287	Wind 30%	—	314	Casting time reduction 2%	L Chapter 11 Spirius Corp. (4)
Pretty Ribbon	42	46	—	240	24	—	S Aladhi Seahaven
Gothic Ribbon	260	292	—	3380	338	—	S Drellin
Versatile Ribbon	287	324	—	3620	362	—	S Drellin
Prism Ribbon	297	334	Dark 50%	—	362	Poison resistance + 50%	A Law of the Gentleman
Phoenix Ribbon	306	345	Fire 30%	—	362	Every 5 seconds HP3% Restore	L Debt Repayment Interval 12-13
Weird Ribbon	333	377	—	4110	411	—	S Xian Du
Heavenly Ribbon	361	408	—	—	1208	TP Cost 3% Reduction	L Debt Repayment Interval 15-16
Ancient Ribbon	399	439	—	18000	1800	Ailment resistance +25%	S Fennmont (After beating the game)
Plaid Ribbon	71	76	—	390	39	—	S Kijara Seafalls
Moon Ribbon	393	445	Dark 40%	18000	1800	Every 10 seconds TP3% Restore	S Fennmont (After beating the game)
Maxwell Ribbon	430	508	Fire, Water, Wind, Earth 25%	—	4000	Casting time reduction 10%	L After beating the game
Black Ribbon	440	498	Dark 50%	—	4000	Poison resistance+50%	L After beating the game
Princess Ribbon	519	577	Slash 10%	32000	3200	Every 10 seconds HP5% Restore	S Felgana Mine (Coliseum Tag beat Elite rank)
Rose Ribbon	502	563	Fire, Wind, Light 40%	32000	3200	Petrify resistance +25%	S Felgana Mine (Coliseum Tag beat Elite rank)
Dreamseed Ribbon - Elize	588	647	Light, Dark Shoot 10%	—	10000	Charm resistance+30% / Poison resistance+50%	L Coliseum Tag beat Elite rank
Freedom Ribbon - Muzét	553	645	Fire, Water, Wind, Earth, Light, Dark 10%	—	10000	Ailment resistance +25%	L Coliseum Tag beat Elite rank

Item Data

Body Armor

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Light Armor (Ludger, Jude, Leia)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Leather Guard	64	63	—	400	40	—	S Aladhi Seahaven
Lamellar Guard	83	80	—	500	50	—	S Aladhi Seahaven
Half Guard	140	131	—	800	80	—	S Kijara Seafalls
Iron Guard	217	200	—	1510	151	—	S Sharilton
Chain Guard	313	285	—	2010	201	—	S Fennmont
Breast Guard	390	354	Slash 10%	—	201	Stun resistance +15%	L Debt Repayment Interval 7-8
Moon Guard - Ludger,Leia	1041	955	Dark 70%	65000	6500	Every 10 seconds TP3% Restore / Poison resistance+50%	S Felgana Mine (Coliseum Tag beat Elite rank)
Lightning Guard - Ludger,Jude	1071	925	Fire, Wind, Light 30%	65000	6500	AGI +15%	S Felgana Mine (Coliseum Tag beat Elite rank)
Battle Guard	428	388	—	5020	502	—	S Fennmont
Mighty Guard	476	431	Strike 20%	—	502	AGI +10%	L Debt Repayment Interval 9-10
Silver Guard	505	457	—	6530	653	—	S Marksburg
Gothic Guard	533	482	—	7030	703	—	S Drellin
Mythril Guard	591	534	—	7530	753	—	S Drellin
Phoenix Guard - Ludger,Jude	629	568	Fire 30%	—	753	Every [5] seconds HP5% Restore	L Debt Repayment Interval 12-13
Innocent Guard - Leia	1060	936	Light 50%	65000	6500	TP Cost 5% Reduction / Charm resistance+50%	S Felgana Mine (Coliseum Tag beat Elite rank)
Fateful Guard - Ludger	1210	1060	Light, Dark 50%	—	14000	Charm resistance+50% / Poison resistance+50%	L Coliseum Tag beat Elite rank
Elemental Guard	658	594	Fire, Water, Wind, Earth 25%	—	780	—	A Elemental Guard - Craft
Platinum Guard	687	619	—	8540	854	—	S Xian Du
Diamond Guard	744	671	Light, Strike 20%	—	2511	VIT +10%	L Debt Repayment Interval 15-16
Rare Protector	812	731	—	35000	3500	—	S Fennmont (After beating the game)
Glorious Guard - Ludger,Jude	916	808	Slash 20%	—	8000	Stun resistance +20%	L After beating the game
Princess Guard - Leia	907	817	Shoot 20%	—	8000	INT+10%	L After beating the game
Exalted Guard - Jude	1140	1033	Water 50%,Strike 20%	—	14000	Skillseal resistance +50%	L Coliseum Tag beat Elite rank
Luminous Guard - Leia	1195	1073	Dark 50%	—	14000	Poison resistance +50% / Every 10 seconds TP3% Restore	L Coliseum Tag beat Elite rank

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Coats (Ludger, Milla, Rowen)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Trenchcoat	63	64	—	370	37	—	S Aladhi Seahaven
Leather Coat	81	83	—	470	47	—	S Aladhi Seahaven
Hard Coat	134	142	—	750	75	—	S Kijara Seafalls
Long Coat	206	220	—	1400	140	—	S Sharilton
Silver Coat	295	318	—	1870	187	—	S Fennmont
Elven Coat	367	396	Shoot 10%	—	187	DEX+10%	L Debt Repayment Interval 7-8
Aqua Gown - Milla	359	406	Fire 50%	—	187	Every 5 seconds TP3% Restore	L Debt Repayment Interval 7-8
Gothic Cardigan	403	435	—	4680	468	—	S Fennmont
Rune Coat	447	484	Fire, Water, Wind, Earth, Light, Dark 15%	—	468	INT+10%	L Debt Repayment Interval 9-10
Feather Coat	492	533	Wind 50%	—	608	AGI +10%	L Chapter 11 Spirius Corp. (4)
Mythril Coat	501	543	—	6550	655	—	S Drellin
Duality	546	592	Strike 10%	—	680	VIT +10%	A A Peaceful Family
Bloody Coat	590	641	Light 50%, Slash 10%	—	702	PSY+10%	L Debt Repayment Interval 12-13
Holy Coat	644	699	—	7960	796	—	S Xian Du
Queen Coat - Milla	698	758	Fire, Wind, Light 30%, Strike 15%	—	2340	Stun resistance +10%	L Debt Repayment Interval 15-16
Hero's Coat - Rowen	705	751	Water, Earth, Dark 30%, Shoot 15%	—	2340	Every [10] seconds HP5% Restore	L Debt Repayment Interval 15-16
Rare Coat - Milla	755	831	—	35000	3500	—	S Fennmont (After beating the game)
Coat of Secrets - Ludger, Rowen	760	826	—	35000	3500	—	S Fennmont (After beating the game)
Ancient Coat - Milla	850	924	—	—	8000	TP Cost 5% Reduction	L After beating the game
Vermillion - Ludger,Rowen	861	913	Shoot 10%	—	8000	PSY+10%	L After beating the game
Shining Coat - Milla	998	1057	Dark 50%	65000	6500	Every [10] seconds HP5% Restore	S Felgana Mine (Coliseum Tag beat Elite rank)
Tactician's Coat - Ludger, Rowen	980	1075	—	65000	6500	INT+20% / Bleeding resistance+30%	S Felgana Mine (Coliseum Tag beat Elite rank)
Eternal Coat - Milla	1134	1201	Fire, Water, Wind Earth 35%	—	14000	Ailment resistance +35%	L Coliseum Tag beat Elite rank
Martyr's Coat - Rowen	1118	1217	Slash 20%	—	14000	VIT +15% / Bleeding resistance+50%	L Coliseum Tag beat Elite rank

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Armor (Alvin, Gaius)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Hard Mail	64	63	—	430	43	—	S Aladhi Seahaven
Lamellar Leather	84	80	—	530	53	—	S Aladhi Seahaven
Iron Mail	145	134	—	850	85	—	S Kijara Seafalls
Gothic Plate	561	496	—	7440	744	—	S Drellin
Full Plate	592	523	Shoot 10%	—	744	VIT +10%	L Debt Repayment Interval 11-12
Mythril Plate	622	549	—	7970	797	—	S Drellin
Absolute	663	585	Strike 10%	—	797	Stun resistance +15%	L Debt Repayment Interval 12-13
Dragon Mail	724	638	Fire 50%	9030	903	—	S Xian Du
Chain Mail	226	204	—	1590	159	—	S Sharilton
Splint Mail	328	293	—	2130	213	—	S Fennmont
Battle Suit	409	364	—	—	213	DEX+10%	L Debt Repayment Interval 7-8
Black Mail	754	664	Light 50%, Dark 100%	—	1000	Charm resistance+50% / Poison resistance+100%	A Familial Love
Ocean Blue	785	691	Fire 100%	—	2657	Every 5 seconds HP5% Restore	L Debt Repayment Interval 15-16
Deep Crimson	791	684	Water 100%	—	2657	Every 5 seconds TP3% Restore	L Debt Repayment Interval 15-16
Rare Plate	856	753	—	35000	3500	—	S Fennmont (After beating the game)
Reflex	951	848	Fire, Water, Wind, Earth, Light, Dark 25%	—	8000	—	L After beating the game
Silver Mail	450	399	—	5310	531	—	S Fennmont
Knight Armor	501	443	—	—	531	Critical rate+5%	L Debt Repayment Interval 9-10
Rune Mail	551	487	Fire, Water, Wind, Earth, Light, Dark 15%	—	691	INT+10%	L Chapter 11 Spirius Corp. (4)
Gold Armor	957	841	Shoot 10%	—	8000	Ailment resistance +20%	L After beating the game
Mumbane	1109	974	Earth 50%	65000	6500	Every 10 seconds HP5% Restore / Petrify resistance +50%	S Felgana Mine (Coliseum Tag beat Elite rank)
Megingjors	1048	923	—	65000	6500	STR+5% / PSY+15%	S Felgana Mine (Coliseum Tag beat Elite rank)
Sinner's Mail - Alvin	1262	1107	Shoot 20%	—	14000	Nausea resistance +50% / 30% Chance of auto-revive from K.O.	L Coliseum Tag beat Elite rank
Ashura Mail - Gaius	1258	1116	Strike 20%	—	14000	Weakness resistance +50% / Every 5 seconds HP5% Restore	L Coliseum Tag beat Elite rank

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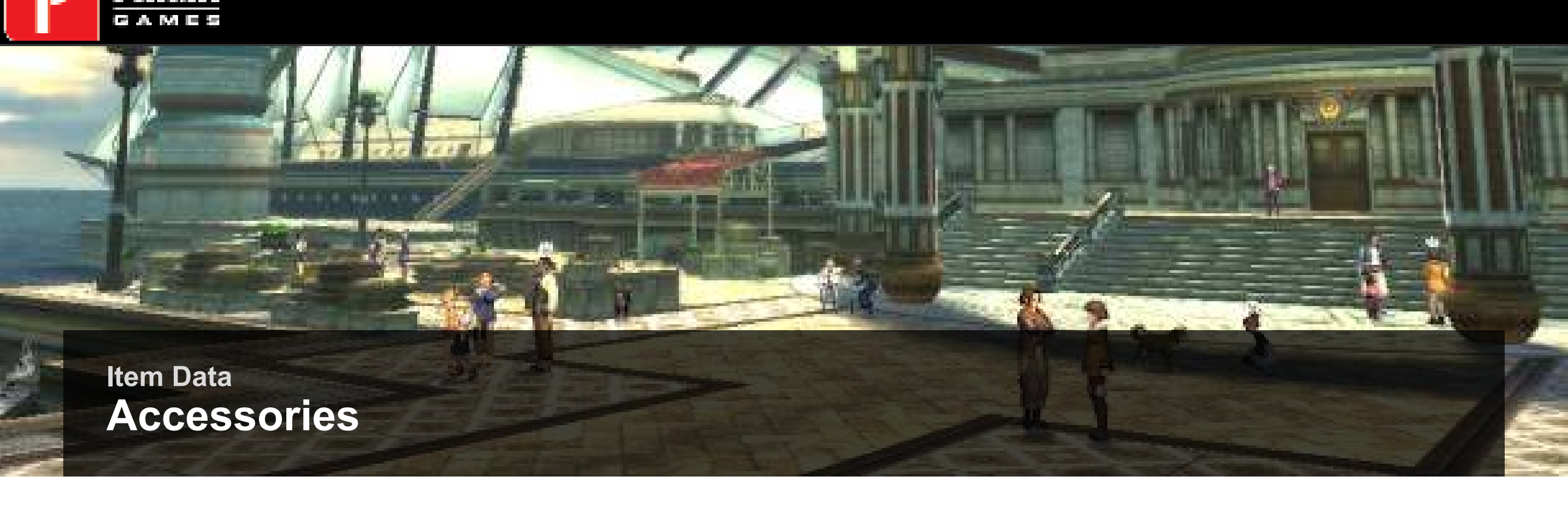
Clothes (Elize, Muzét)

NAME	P.DEF	A.DEF	Resist	Buy	Sell	Effect	Obtain
Silk Cloak	80	84	—	450	45	—	S Aladhi Seahaven
Cocktail Dress	132	144	—	730	73	—	S Kijara Seafalls
Silver Cloak	201	225	—	1360	136	—	S Sharilton
Middy Blouse	288	325	—	1810	181	—	S Fennmont
Magical Tunic	357	406	Fire, Water, Wind, Earth, Light, Dark 10%	—	181	PSY+10%	L Debt Repayment Interval 7-8
Gothic Dress	392	446	—	4530	453	—	S Fennmont
Rune Cloak	435	496	Fire, Water, Wind, Earth, Light, Dark 15%	—	453	INT+10%	L Debt Repayment Interval 9-10
Feather Cloak	478	547	Wind 50%	—	589	AGI +10%	L Chapter 11 Spirius Corp. (4)
Mythril Cloak	487	557	—	6350	635	—	S Drellin
Mirage Cloak	504	577	Light 80%	—	635	Charm resist+50%	A Law of the Gentleman
Elder Cloak	513	587	Fire, Water, Wind, Earth, Light, Dark 15%	—	635	TP Cost 5% Reduction	L Debt Repayment Interval 11-12
Platinum Cloak	539	617	—	6800	680	—	S Drellin
Witch Dress	574	657	Light 50%	—	680	Ailment resistance +15%	L Debt Repayment Interval 12-13
Mystic Cloak	625	718	Fire 50%	7710	771	—	S Xian Du
Elemental Cloak	677	778	Fire, Water, Wind, Earth 25%	—	2267	Casting time reduction 3%	L Debt Repayment Interval 15-16
Rare Cloak	738	848	—	35000	3500	—	S Fennmont (After beating the game)
Warlock Cloak	830	944	—	—	8000	INT+10% / TP Cost 5% Reduction	L After beating the game
Moon Cloak	825	949	Dark 80%	—	8000	Every 10 seconds HP5% Restore	L After beating the game
Rose Dress	976	1092	Water Earth Dark 40%	65000	6500	Petrify resistance +50%	S Felgana Mine (Coliseum Tag beat Elite rank)
Empress's Dress	955	1106	Slash 10%	65000	6500	Ailment resistance +30%	S Felgana Mine (Coliseum Tag beat Elite rank)
Shimmering Dress - Elize	1078	1252	Light, Dark 25%, Shoot 10%	—	14000	Charm resistance+50% / Poison resistance+50%	L Coliseum Tag beat Elite rank
Peacemaker's Dress - Muzét	1044	1221	Fire, Water, Wind, Earth, Light, Dark 25%	—	14000	Ailment resistance +30%	L Coliseum Tag beat Elite rank



Item Data

Accessories

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Amulet

Name	Buy	Sell	Effect	Obtain
Flame Ward	5000	500	Burning resistance + 50%	S Fennmont
Flame Charm	—	5000	Immunity to burning	L After beating the game
Tech Ward	5000	500	Skillseal resistance + 50%	S Fennmont
Tech Charm	—	5000	Immunity to skillseal	L After beating the game
Shock Ward	5000	500	Paralysis resistance + 50%	S Fennmont
Shock Charm	—	5000	Immunity to paralysis	L After beating the game
Stone Ward	5000	500	Petrify resistance + 50%	S Fennmont
Stone Charm	—	5000	Immunity to petrify	L After beating the game
Muddle Ward	5000	500	Charm resistance + 50%	S Fennmont
Muddle Charm	—	5000	Immunity to charm	L After beating the game
Poison Ward	5000	500	Poison resistance + 50%	S Fennmont
Poison Charm	—	5000	Immunity to poison	L After beating the game
Blood Ward	5000	500	Bleeding resistance + 50%	S Fennmont
Blood Charm	—	5000	Immunity to bleeding	L After beating the game
Frailty Ward	5000	500	Weakness resistance + 50%	S Fennmont
Frailty Charm	—	5000	Immunity to weakness	L After beating the game
Disease Ward	5000	500	Nausea resistance + 50%	S Fennmont
Disease Charm	—	5000	Immunity to nausea	L After beating the game
Stun Bracelet	500	50	Stun resistance + 50%	S Aladhi Seahaven
Stun Talisman	—	1000	Immunity to stun	L Debt Repayment Interval 9-10
Laurel Crown	—	10000	Immunity to all ailments	T Illusionary Darkness
Heal Bangle	—	1700	When enemy defeated HP 5% Restore	L Debt Repayment Interval 9-10
Spirit Bangle	—	1700	When enemy defeated TP 2% Restore	L Debt Repayment Interval 9-10
Miracle Bangle	—	3500	When enemy defeated HP 5% Restore / When enemy defeated TP 2% Restore	L After beating the game

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Symbols

Name	Buy	Sell	Effect	Obtain
Dark Seal	—	3000	EXP gained + 50% / Damage +100%	L After beating the game
Demon Seal	—	6000	EXP gained +100% / Damage +1 50%	L After beating the game
Mystic Emblem	—	1000	Casting time reduction 10%	L Debt Repayment Interval 8-9
Mystic Symbol	—	2000	Casting time reduction 20%	L Debt Repayment Interval 12-13
Knight Crest	3500	350	Critical rate +3%	S Fennmont
Warrior Emblem	3500	350	P.ATK +5%	S Fennmont
Warrior Symbol	—	1000	P.ATK +10%	L Debt Repayment Interval 12-13
Magic Emblem	3500	350	M.ATK +5%	S Fennmont
Magic Symbol	—	1000	M.ATK +10%	L Debt Repayment Interval 12-13
Guardian Emblem	3500	350	P.DEF +5%	S Fennmont
Guardian Symbol	—	1000	P.DEF +10%	L Debt Repayment Interval 12-13
Resistance Emblem	3500	350	A.DEF +5%	S Fennmont
Resistance Symbol	—	1000	A.DEF +10%	L Debt Repayment Interval 12-13
Holy Symbol	4500	450	Every 2 seconds HP 3% Restore	S Fennmont
Spirit Symbol	6000	600	Every 2 seconds TP 1% Restore	S Fennmont

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Rings

Name	Buy	Sell	Effect	Obtain
Might Ring	1500	150	STR +10%	S Fennmont
Strength Ring	—	1500	STR +15%	L Debt Repayment Interval 10-11
Stamina Ring	1500	150	VIT +10%	S Fennmont
Vitality Ring	—	1500	VIT +15%	L Debt Repayment Interval 10-11
Quick Ring	1500	150	AGI +10%	S Fennmont
Agility Ring	—	1500	AGI +15%	L Debt Repayment Interval 10-11
Finesse Ring	1500	150	DEX +10%	S Fennmont
Dexterity Ring	—	1500	DEX +15%	L Debt Repayment Interval 10-11
Wisdom Ring	1500	150	INT +10%	S Fennmont
Intelligence Ring	—	1500	INT +15%	L Debt Repayment Interval 10-11
Mind Ring	1500	150	PSY +10%	S Fennmont
Psychic Ring	—	1500	PSY +15%	L Debt Repayment Interval 10-11
Revival Ring	—	1700	30% Chance of auto-revive from K.O.	L Debt Repayment Interval 9-10
Emerald Ring	—	1700	Consume 2/3 TP	L Debt Repayment Interval 9-10
Faerie Ring	—	2000	Consume 1/2 TP	L Debt Repayment Interval 12-13
Risk Ring	—	3400	TP costs reduced to 1/ Damage +100%	L After beating the game

Jewels

Name	Buy	Sell	Effect	Obtain
Garnet	6000	600	Fire resistance 50%	S Fennmont
Aquamarine	6000	600	Water resistance 50%	S Fennmont
Opal	6000	600	Wind resistance 50%	S Fennmont
Ruby	6000	600	Earth resistance 50%	S Fennmont
Diamond	6000	600	Light resistance 50%	S Fennmont
Amethyst	6000	600	Dark resistance 50%	S Fennmont
Elemental	—	7000	Fire Water Wind Earth Light Dark resistance 30%	L After beating the game
Black Onyx	13000	1300	Max HP +30%	S Fennmont
Moonstone	13000	1300	Max TP +20%	S Fennmont
Alexandrite	—	3000	Max HP +12% / Max TP +12%	L After beating the game

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other

Other

Name	Buy	Sell	Effect	Obtain
Exceed	—	1000	AC +1	L Debt Repayment Interval 7-8
Accel	—	5700	AC +2	L After beating the game
Affinity Stone	—	1000	Resistance +30%	L After beating the game
Sync Stone	—	1700	Over Limit time +2seconds	L Debt Repayment Interval 7-8
Sephira	—	3000	Gald earned + 50%	L After beating the game
Blue Sephira	—	7000	Gald earned +100%	L After beating the game
Reverse Doll	3000	300	100% Chance of auto-revive Destroyed after use	S Fennmont
Hallowed Doll	—	1500	50% Chance of auto-revive from K.O.	E Chapter 12: Dig up the time capsule
Monocle	—	1700	When enemy defeated item drop rate +15%	L Debt Repayment Interval 9-10
Hunter's Monocle	—	3500	When enemy defeated item drop rate +30%	L After beating the game
Bonds of Shadow	—	—	Ignore affinity amount to enter Illusionary Darkness	After clearing the game

Capes

Name	Buy	Sell	Effect	Obtain
Cape	500	50	P.DEF +8 / A.DEF +4 / Slash Resistance +5%	S Aladhi Seahaven
Leather Cape	750	75	P.DEF +12 / A.DEF +8 / Slash Strike Resistance +5%	S Aladhi Seahaven
Thief's Cape	7500	750	P.DEF +86 / A.DEF +42 / Slash Strike Shoot Resistance +10%	S Drellin
Paladin's Cape	20000	2000	P.DEF +100 / A.DEF +100 / Slash Strike Shoot Resistance +15%	S Nia Khera (After beating the game)
Flame Cape	—	700	P.DEF +30 / A.DEF +60 / Fire Resistance +30%	L Debt Repayment Interval 8-9
Aqua Cape	—	700	P.DEF +30 / A.DEF +60 / Water Resistance +30%	L Debt Repayment Interval 8-9
Wind Cape	—	700	P.DEF +30 / A.DEF +60 / Wind Resistance +30%	L Debt Repayment Interval 7-8
Earth Cape	—	700	P.DEF +30 / A.DEF +60 / Earth Resistance +30%	L Debt Repayment Interval 7-8
Light Cape	—	700	P.DEF +30 / A.DEF +60 / Light Resistance +30%	L Debt Repayment Interval 10-11
Dark Cape	—	700	P.DEF +30 / A.DEF +60 / Dark Resistance +30%	L Debt Repayment Interval 10-11
Elemental Cape	—	1700	P.DEF +30 / A.DEF +60 / Fire Water Wind Earth Light Dark Resistance +15%	L Debt Repayment Interval 12-13
Red Cape	—	3000	P.DEF +100 / A.DEF +50 / Fire Earth Light Resistance +105%, Water Wind Dark resistance−100%	L After beating the game
Blue Cape	—	3000	P.DEF +50 / A.DEF +100 / Water Wind Dark Resistance +105% ,Fire Earth Light resistance−100%	L After beating the game

Boots

Name	Buy	Sell	Effect	Obtain
Boots	500	50	P.DEF +6 / A.DEF +3 / AGI +40 / Slash Resistance +5%	S Aladhi Seahaven
Leather Boots	750	75	P.DEF +10 / A.DEF +6 / AGI +50 / Slash Strike Resistance +5%	S Aladhi Seahaven
Fine Boots	2000	200	P.DEF +25 / A.DEF +12 / AGI +60 / Slash Strike Shoot Resistance +5%	S Fennmont
Iron Leggings	6500	650	P.DEF +50 / A.DEF +25 / AGI +40 / Slash Strike Shoot Resistance +10%	S Fennmont
Silver Leggings	7500	750	P.DEF +65 / A.DEF +32 / AGI +40 / Slash Strike Shoot Resistance +10%	S Drellin
Gold Leggings	15000	1500	P.DEF +100 / A.DEF +100 / AGI +40 / Slash Strike Shoot Resistance +15%	S Nia Khera (After beating the game)
Rare Boots	—	2000	P.DEF +100 / A.DEF +100 / AGI +100 / Slash Strike Shoot Resistance +15%	L After beating the game
Persian Boots	—	3000	P.DEF +100 / A.DEF +100 / AGI +120 / Slash Strike Shoot Resistance +20%	L After beating the game

Item Data

Fashion

Legend: S =Shop, L =Special, A =Coliseum, C =Cat, E =Event, O =Other, T =Treasure

Attachments

Name		Obtain
Bunniekins	🐾	E Elize Episode 2
Harpy Feather Hairpin	🐾	E Muzét Episode 2
Mr. Frog	🐾	A 12 Event Quest
Therapy Cat	🐾	T Kanbalar (Caught 100 cats)
Verius Tail	🐾	A Upon completing Illusionary Darkness
Shadow	🐾	A Upon completing Illusionary Darkness
Loincloth	🐾	C Rusalle Highroad
Mini-Jude	🐾	There is a save data of "Tales of Xilla"
Alvin's Cap	👓	O Debt Repayment 1210000
Leia's Beret	👓	E Initial equipment
Rowen's Spectacles	👓	E Initial equipment
Gaius' Crest	👓	After Milla Episode 6, examine sword
Gaius' Headband	👓	E 28 Event Quest
Elle's Cap	👓	E Event Quest 01
Mini-Milla	🐾	There is a save data of "Tales of Xilla"
Huggable Sophie	🐾	There is a save data of "Tales of Graces F"
Danger Jr.	🐾	There is a save data of "Tales of Vesperia"
Shiba Dog Ears	🐾	C Sapstrath Seahaven
Black Dog Ears	🐾	C Arklund Quag
White Bunny Ears	🐾	C Kukhar Ice Caverns
Black Bunny Ears	🐾	C Nala Lava Tubes
Topknot	🐾	C Orda Palace
Hat	👓	C Galia Trail
Top Hat	👓	E Poker (5000 Chips)
Ten Gallon Hat	👓	E 21 Event Quest
Party Hat	👓	E Jolyne's Plea-1
Mini Top Hat	👓	E Poker (5000 Chips)
Tiara	👓	E Jolyne's Plea-6

Bedhead	🐾	E Jolyne's Plea-9
Pigtails	🐾	E Jolyne's Plea-4
Censor Bar	🐾	E Jolyne's Plea-7
Drippy Nose	🐾	E Poker (3500 Chips)
Pet Dragon	🐾	C Dimensional Breach
Security Badge	👓	E 25 Event Quest
Chef's Hat	👓	E 24 Event Quest
Tomato Badge	👓	E 24 Event Quest
Shiba Dog's Muzzle	👓	C Aladhi Seahaven
Black Dog's Muzzle	👓	C Old Vicalle Mine
Shiba Dog's Tail	👓	C Lakutam Seahaven
Black Dog's Tail	👓	C Catamar Heights
Halo	👓	E Poker (5000 Chips)
Angel Wings	👓	E Poker (5000 Chips)

Elle's Backpack	👓	E 07 Event Quest
Julius' Glasses	👓	E 29 Event Quest
Rideaux's Shades	👓	E 11 Event Quest
Milla's Bangs Replica	👓	C Milla's Shrine
Afro Puff	👓	C Land of Canaan
Ducktail	👓	E Poker (3500 Chips)
Chirpee Head	👓	C Laforte Research Center
Glowing Antennae	👓	C Voltea Woods
Cat Collar	👓	T Barnauer Highroad(caught 100 cats)
Kitty Cap	👓	T Tatalian Abyss(caught 100 cats)
Rose Corsage	👓	E Chapter 11E.S.S. Pelune
Leather Belt	👓	C Talys Highroad
Safety Goggles	👓	C Agent Training Area
Noise-Cancelling Headphones	👓	C Duval
Shamisen	👓	C Tulea Tundra
Mandragora Head	👓	C Sapstrath Deepwood
Collar	👓	C Culmar Trail
Backpack	👓	C Torbalan Highroad
Superhero Belt	👓	C Spirius Corporation
Sheathed Dagger	👓	C Fort Gandala
Cress' Longsword	👓	E Illusionary Darkness
Jude's Glasses	👓	DLC

Earmuffs	👓	C Xailen Woods Temple
Monkey King's Headband	👓	C Xagut Floodmeadow
Framed Glasses	👓	C Sapstrath Highroad
Half-frame Glasses	👓	C Lakutam Highroad
Full-frame Glasses	👓	C Alest Highroad
Goofy Glasses	👓	C Royal Hunting Grounds
Spaz Glasses	👓	C Xailen Woods
Emo Glasses	👓	C Kijara Seafalls
Sly Glasses	👓	C Barnauer Highroad
Rage Glasses	👓	C Bermia Gorge
Sunglasses	👓	C Aladhi Trail
Colored Sunglasses	👓	C Tatalian Abyss
Aviators	👓	C Sillea Tundra
Monocle	👓	C Felgana Mine
Heart Eyepatch	👓	E Poker (5000 Chips)
Swordsman's Eyepatch	👓	C t Drellin
Flared Maid Headdress	👓	DLC
Leon Earring	👓	DLC
Mint's Nurse Hat	👓	DLC
Jude Long Sword	👓	DLC
Idolmaster Hair Band	👓	DLC
Lazy Cat Ears	👓	DLC

Devil Wings	👓	E Poker (5000 Chips)
Devil Tail	👓	E Poker (5000 Chips)
Harold Mask	👓	C Labari Hollow
Sidekick Mask	👓	E Jolyne's Plea-3
Mystery Mask	👓	E Jolyne's Plea-2
Tengu Mask	👓	E 12 Event Quest
Horns	👓	E Return of Verywind Eye
Hairpin	👓	E 14 Event Quest
Headband	👓	C Mon Highlands
Bushy Eyebrows	👓	E Hassle at the Tatalian Abyss-5
Earrings	👓	E Poker (5000 Chips)
Elf Ears	👓	C Nia Khera Spiritway
Sideburns	👓	E Poker (3500 Chips)
Bandage	👓	C Fezebel Marsh
Pipe	👓	E Jolyne's Plea-8
Rosy Cheeks	👓	E Jolyne's Plea-5
Tricorn (Rowen)	👓	DLC
Tricorn (Leia)	👓	DLC
Asbel's Sword	👓	DLC
Yuri's Sword	👓	DLC
Luke's Sword	👓	DLC
Reindeer Ears	👓	DLC

Alvin's Glasses	👓	DLC
Elize School Hat	👓	DLC
Randoseru Backpack	👓	DLC
Rowen's Glasses	👓	DLC
Rowen School Hat	👓	DLC
Leia's Glasses	👓	DLC
Snorkel	👓	DLC
Goggles	👓	DLC
Milla Hat	👓	DLC
Diving Watch	👓	DLC
Floatie	👓	DLC
Mieu Doll	👓	DLC
Diving Helmet	👓	DLC
Sports Cap	👓	DLC
Maid Headdress	👓	DLC
Frilled Hat	👓	DLC
Muzét School Armband	👓	DLC
Muzét School Rose	👓	DLC
Muzét School Ribbon	👓	DLC
Ludger Swimsuit Censor Bar	👓	DLC
Gaius Beach Necklace	👓	DLC
Gaius Beach Towel	👓	DLC

Lazy Cat Tail	👓	DLC
Lazy Dog Ears	🐾	DLC
Lazy Dog Tail	👓	DLC
Lazy Bunny Ears	🐾	DLC
Lazy Bunny Tail	👓	DLC
Right Bangs	🐾	DLC
Left Bangs	🐾	DLC
Spiked Bangs	🐾	DLC
Straight-Cut Bangs	🐾	DLC
Teepo Plushie (Left Arm)	🐾	DLC
Teepo Plushie (Right Leg)	🐾	DLC
Teepo Plushie (Head)	🐾	DLC
Tricorn (Jude)	👓	DLC
Tricorn (Milla)	👓	DLC
Tricorn (Alvin)	👓	DLC
Tricorn (Elize)	👓	DLC
Alvin Baseball Helmet	👓	DLC
Elize Gymnastic Hoop	👓	DLC
Rowen's Bow	👓	DLC
Rowen's Arrow	👓	DLC
Muzét Swimming Goggles	👓	DLC
Efreet	🐾	DLC

Reindeer Nose	👓	DLC
Reindeer Tail	👓	DLC
Milla Santa Hat	👓	DLC
Alvin Santa Hat	👓	DLC
Christmas Pin	👓	DLC
Santa Gift Bag	🐾	DLC
Elize Santa Hat	🐾	DLC
Rowen Santa Hat	🐾	DLC
Santa Eyebrows	👓	DLC
Santa Beard	👓	DLC
Snowman Head	🐾	DLC
Right Mitten	👓	DLC
Left Mitten	👓	DLC
Ludger School Cap	👓	DLC
Gaius School Armband	👓	DLC
Gaius School Muffler	👓	DLC
Ra's Hat	👓	DLC
Tokunaga	🐾	DLC
Mieu	🐾	DLC
Quickie	🐾	DLC
Repede	🐾	DLC
Asymmetrical Bangs	🐾	DLC

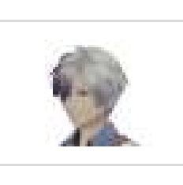
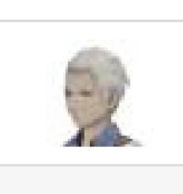
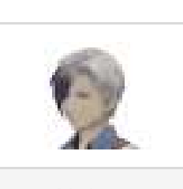
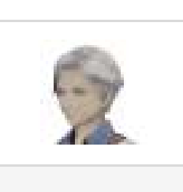
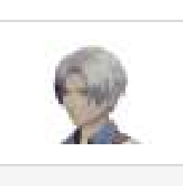
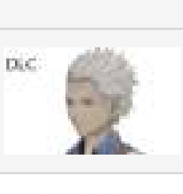
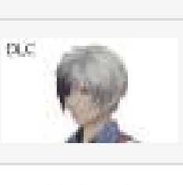
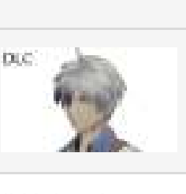
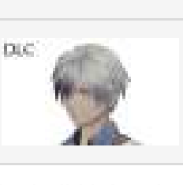
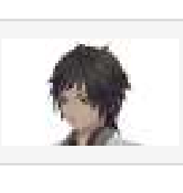
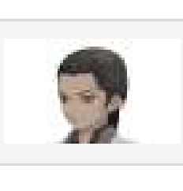
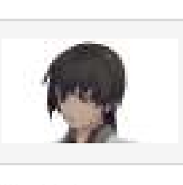
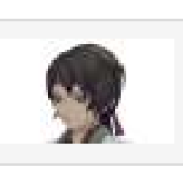
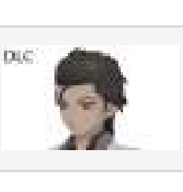
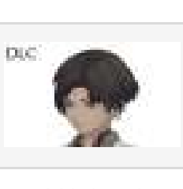
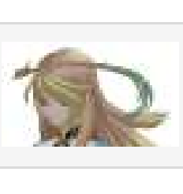
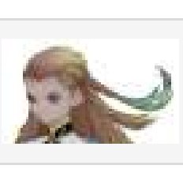
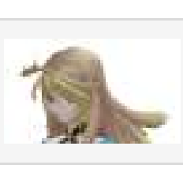
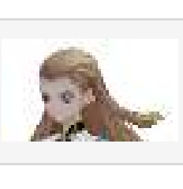
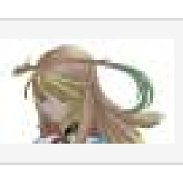
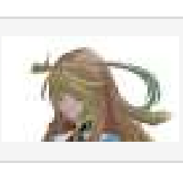
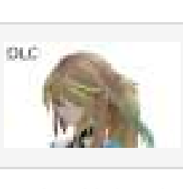
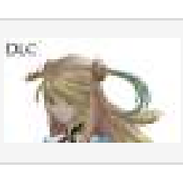
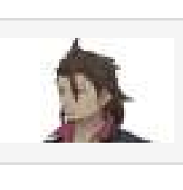
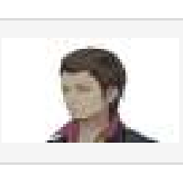
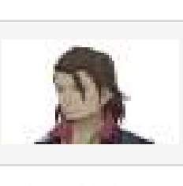
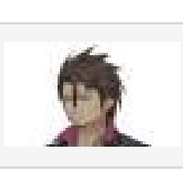
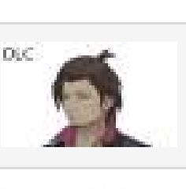
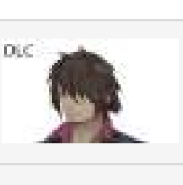
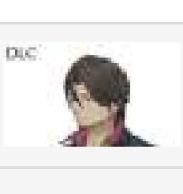
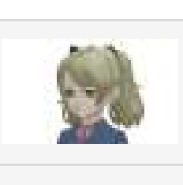
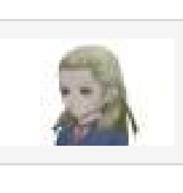
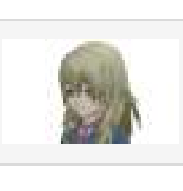
Gaius Swimming Bracelet	👓	DLC
Muzét Swimming Bracelet	👓	DLC
Ruca's Sword (Ludger)	👓	DLC
Emil's Sword (Ludger)	👓	DLC
Yuri's Blastia (Jude)	👓	DLC
Tennis Visor (Milla)	👓	DLC
Undine	🐾	DLC
Sylph	🐾	DLC
Gnome	🐾	DLC
Patty's Hat	👓	DLC
Beryl's Hat	👓	DLC
Spada's Hat	👓	DLC
Long Sideburns	🐾	DLC
Bowl Cut	👓	DLC
Punk Spikes	👓	DLC
Long Braid	🐾	DLC
Ponytail	🐾	DLC
Bon Bon	👓	DLC

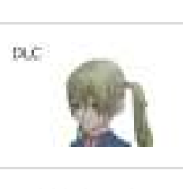
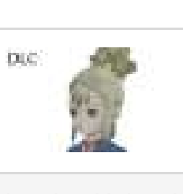
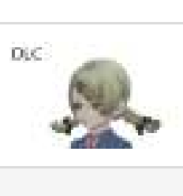
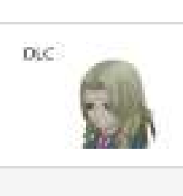
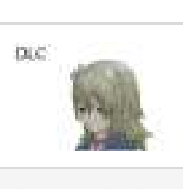
Item Data

Fashion (Personal)

Haircuts

Name	How to Get
Normal Hairstyle	Default style at start of the game
Hat Hairstyles	Default style at start of the game
Hat Style (Ludger)	Chapter 1 Stribog Line(Fractured)
Fancy Haircut (Ludger)	Chapter 14 Spirius Corporation(5)
Chef Haircut (Ludger)	24 Event Quest
Gambler Haircut (Ludger)	Poker Prize (5000 Chips)
Xillia Haircut (Jude)	Jude Episode 2
Cress Haircut (Jude)	Illusionary Darkness
Default Haircut (Milla)	After clearing game
Hat Style (Milla)	After clearing game
Xillia Haircut (Milla)	Milla Episode 4
Spirit Haircut (Milla)	23 Event Quest
Stahn’s Haircut (Milla)	Illusionary Darkness
Jacketless Haircut (Alvin)	Debt Repayment 210000
Xillia Haircut (Alvin)	Alvin Episode 2
Xillia Haircut (Elize)	Elize Episode 2
Xillia Haircut (Rowen)	Rowen Episode 2
Xillia Haircut 1 (Leia)	Leia Episode 2
Xillia Haircut 2 (Leia)	Leia Episode 3
Xillia Haircut 1 (Gaius)	Gaius Episode 2
No-Pin Haircut (Gaius)	28 Event Quest
Xillia Haircut 2 (Gaius)	Gaius Episode 3
Final Boss Haircut (Gaius)	Milla Episode 6
Xillia Haircut (Muzét)	Muzét Episode 2
Various DLC Hairstyles	DLC

				
Default Haircut (Ludger)	Hat Style (Ludger)	Fancy Haircut (Ludger)	Chef Haircut (Ludger)	Gambler Haircut (Ludger)
				
School Hairstyle (Ludger)	Swimming Hairstyle (Ludger)	Ruca Hairstyle (Ludger)	Emil Hairstyle (Ludger)	Basketball Hairstyle (Ludger)
				
Default Haircut (Jude)	Hat Style (Jude)	Xillia Haircut (Jude)	Cress Haircut (Jude)	School Hairstyle (Jude)
				
Swimming Hairstyle (Jude)	Steward Hairstyle (Jude)	Leon Hairstyle (Jude)	Football Hairstyle (Jude)	Maxwell Haircut (Milla)
				
Maxwell Hat Style (Milla)	Default Haircut (Milla)	Hat Style (Milla)	Xillia Haircut (Milla)	Spirit Haircut (Milla)
				
Stahn’s Haircut (Milla)	Swimming Hairstyle (Milla)	Maid Hairstyle (Milla)	Dhaos Hairstyle (Milla)	Idolmaster Hairstyle (Milla)
				
anta Hairstyle (Milla)	ミラ「レイラ」髪型	Tennis Hairstyle (Milla)	Default Haircut (Alvin)	Hat Style (Alvin)
				
acketless Haircut (Alvin)	Xillia Haircut (Alvin)	School Hairstyle (Alvin)	Swimming Hairstyle (Alvin)	Steward Hairstyle (Alvin)
				
Kratos Hairstyle (Alvin)	Santa Hairstyle (Alvin)	Default Haircut (Elize)	Hat Style (Elize)	Xillia Haircut (Elize)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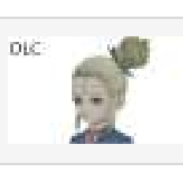
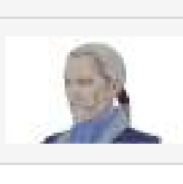
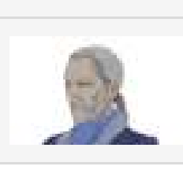
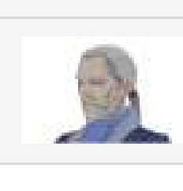
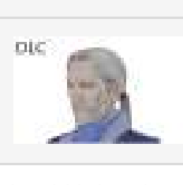
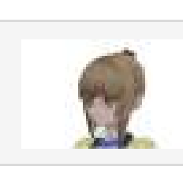
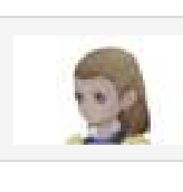
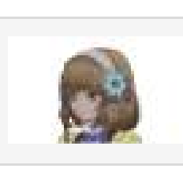
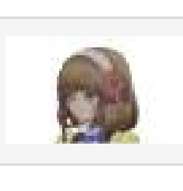
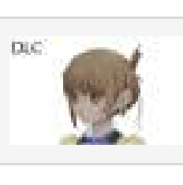
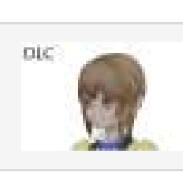
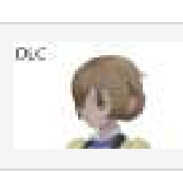
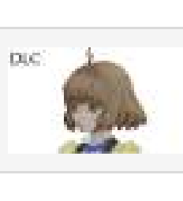
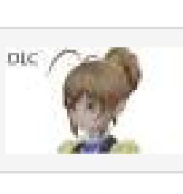
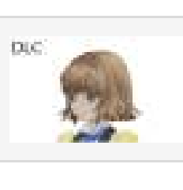
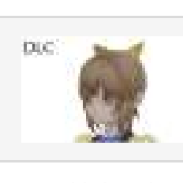
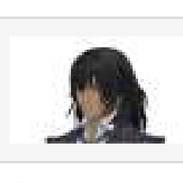
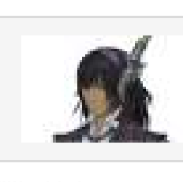
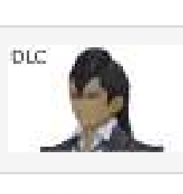
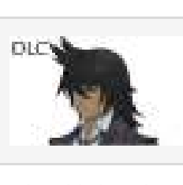
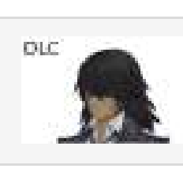
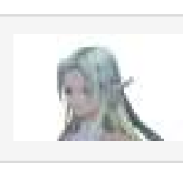
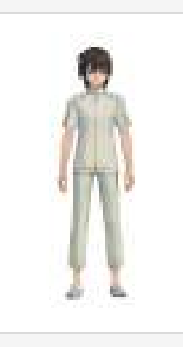
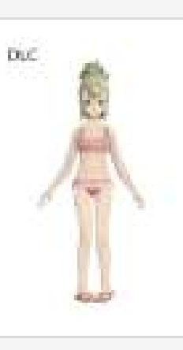
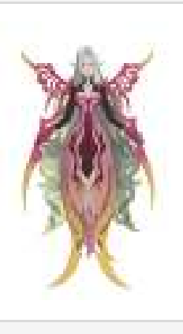
				
Gymnastics Hairstyle (Elize)	Default Haircut (Rowen)	Hat Style (Rowen)	Xillia Haircut (Rowen)	School Hairstyle (Rowen)
				
Swimming Hairstyle (Rowen)	Butler Hairstyle (Rowen)	Barbatos Hairstyle (Rowen)	Default Haircut (Leia)	Pulled-Back (Leia)
				
Xillia Haircut 1 (Leia)	Xillia Haircut 2 (Leia)	School Hairstyle (Leia)	Swimming Hairstyle (Leia)	Maid Hairstyle (Leia)
				
Farah Hairstyle (Leia)	Idolmaster Hairstyle (Leia)	Santa Hairstyle (Leia)	Soccer Hairstyle (Leia)	Default Haircut (Gaius)
				
Hat Style (Gaius)	Xillia Haircut 1 (Gaius)	No-Pin Haircut (Gaius)	Xillia Haircut 2 (Gaius)	Final Boss Haircut (Gaius)
				
School Hairstyle (Gaius)	Swimming Hairstyle (Gaius)	Dymlos Hairstyle (Gaius)	Judo Hairstyle (Gaius)	Default Haircut (Muzét)
Hat Style (Muzét)	Xillia Haircut (Muzét)	School Hairstyle (Muzét)	Swimming Hairstyle (Muzét)	Sheena Hairstyle (Muzét)

Costumes

Name	How to Get
Normal Costume	Default
Jacket Off Costume	Debt Repayment
Color Variation (Ludger)	Chromatus Control Title
No Jacket 2 (Ludger)	Poker Prize (10000 Chips)
Pajamas (Ludger)	Ludger’s closet
Business Outfit (Ludger)	Chapter 14 Spirius Corp. (5) CEO Office chest
Chef Outfit (Ludger)	24 Event Quest
Gambler Outfit (Ludger)	Poker Prize (20000 Chips)
Victor’s Outfit (Ludger)	Ludger Ending
Milla's Colors (Ludger)	Max affinity with Milla
Alvin's Outfit (Ludger)	Max affinity with Alvin
Rowen's Outfit (Ludger)	Max affinity with Rowen
Ribbit Outfit (Ludger)	Max affinity with Muzét
Color Variation (Jude)	Jude Episode 1
Xillia Outfit 1 (Jude)	Jude Episode 2
Xillia Outfit 2 (Jude)	Jude Episode 3
School Uniform (Jude)	23 Event Quest
Cress's Outfit (Jude)	Illisionary Darkness
Color Variation (Milla)	Milla Episode 3
Default Attire (Milla)	After clearing the game
Xillia Outfit 1 (Milla)	Milla Episode 4
Xillia Outfit 2 (Milla)	Milla Episode 5
Spirit Xillia Outfit (Milla)	23 Event Quest
Lady Xillia Outfit (Milla)	Poker Prize (25000 Chips)
Stahn's Outfit (Milla)	Illusionary Darkness
Color Variation (Alvin)	Alvin Episode 1
Xillia Outfit 1 (Alvin)	Alvin Episode 2
Xillia Outfit 2 (Alvin)	Alvin Episode 3
Clean-Cut (Alvin)	Alvin Episode 4
Casual Attire (Alvin)	Poker Prize (25000 Chips)
Color Variation (Elize)	Elize Episode 1
Xillia Outfit 1 (Elize)	Elize Episode 2
Xillia Outfit 2 (Elize)	Elize Episode 3
Color Variation (Rowen)	Rowen Episode 1
Xillia Outfit 1 (Rowen)	Rowen Episode 2
Xillia Outfit 2 (Rowen)	Rowen Episode 3
Color Variation (Leia)	Leia Episode 1
Xillia Outfit 1 (Leia)	Leia Episode 2
Xillia Outfit 2 (Leia)	Leia Episode 3
Color Variation (Gaius)	Gaius Episode 1
Xillia Outfit 1 (Gaius)	Gaius Episode 2
Xillia Outfit 2 (Gaius)	Gaius Episode 3
Boss Mode (Gaius)	Milla Episode 6
Color Variation (Muzét)	Muzét Episode 1
Xillia Outfit 1 (Muzét)	Muzét Episode 2
Xillia Outfit 2 (Muzét)	Muzét Episode 3
Costume Change	Exchange for Ancient Bells

Default Attire (Ludger)	Color Variation (Ludger)	No Jacket 1 (Ludger)	No Jacket 2 (Ludger)	Pajamas (Ludger)
Business Outfit (Ludger)	Chef Outfit (Ludger)	Gambler Outfit (Ludger)	Victor’s Outfit (Ludger)	Milla’s Colors (Ludger)
Alvin’s Outfit (Ludger)	Rowen’s Outfit (Ludger)	Ribbit Outfit (Ludger)	Ludger’s School Costume	Ludger’s Swimwear Costume
Ludger’s Ruca Costume	Ludger’s Emil Costume	Ludger’s B-Ball Uniform	Default Attire (Jude)	Color Variation (Jude)
				
No Jacket (Jude)	Xillia Outfit 1 (Jude)	Xillia Outfit 2 (Jude)	School Uniform (Jude)	Cress’s Outfit (Jude)
Jude’s School Costume	Jude’s Swimwear Costume	Jude’s Steward Costume	Jude’s Leon Costume	Santa Outfit (Jude)
Jude’s Yuri Costume	Jude’s Football Uniform	Maxwell Attire (Milla)	Color Variation (Milla)	No Jacket (Milla)
Default Attire (Milla)	Xillia Outfit 1 (Milla)	Xillia Outfit 2 (Milla)	Spirit Xillia Outfit (Milla)	Lady Xillia Outfit (Milla)
Stahn’s Outfit (Milla)	Milla’s School Costume	Milla’s Swimwear Costume	Milla’s Maid Costume	Milla’s Dhaos Costume
Milla’s Idolmaster Costume	Santa Outfit (Milla)	Milla’s Asbel Costume	Milla’s Tennis Uniform	Default Attire (Alvin)
Color Variation (Alvin)	No Jacket (Alvin)	Xillia Outfit 1 (Alvin)	Xillia Outfit 2 (Alvin)	Clean-Cut (Alvin)
Casual Attire (Alvin)	School Attire (Alvin)	Alvin’s Swimwear Costume	Alvin’s Steward Costume	Alvin’s Kratos Costume
Santa Outfit (Alvin)	Alvin’s Baseball Uniform	Default Attire (Elize)	Color Variation (Elize)	No Jacket (Elize)
				
Xillia Outfit 1 (Elize)	Xillia Outfit 2 (Elize)	Elize’s School Costume	Elize’s Swimwear Costume	Elize’s Maid Costume
Elize’s Mint Costume	Elize’s Idolmaster Costume	Santa Outfit (Elize)	Elize’s Gymnastics Uniform	Default Attire (Rowen)
Color Variation (Rowen)	No Jacket (Rowen)	Xillia Outfit 1 (Rowen)	Xillia Outfit 2 (Rowen)	Rowen’s School Costume
Rowen’s Swimwear Costume	Rowen’s Butler Costume	Rowen’s Barbatos Costume	Santa Outfit (Rowen)	Rowen’s Archery Uniform
Default Attire (Leia)	Color Variation (Leia)	No Jacket (Leia)	Xillia Outfit 1 (Leia)	Xillia Outfit 2 (Leia)
Leia’s School Costume	Swimwear (Leia)	Leia’s Maid Costume	Leia’s Farah Costume	Leia’s Idolmaster Costume
Santa Outfit (Leia)	Leia’s Soccer Uniform	Default Attire (Gaius)	Color Variation (Gaius)	No Jacket (Gaius)
Xillia Outfit 1 (Gaius)	Xillia Outfit 2 (Gaius)	Boss Mode (Gaius)	Gaius’ School Costume	Gaius’ Swimwear Costume
Gaius’ Dymlos Costume	Gaius’ Judo Uniform	Default Attire (Muzét)	Color Variation (Muzét)	No Jacket (Muzét)
				
Xillia Outfit 1 (Muzét)	Xillia Outfit 2 (Muzét)	Muzét’s School Costume	Muzét’s Swimwear Costume	Muzét’s Sheena Costume
Muzét’s Swimming Uniform	Transformation: Elle	Transformation: Ivar	Transformation: Wingul	Transformation: Jiao
Transformation: Presa	Transformation: Agria	Transformation: Julius	Transformation: Bisley	Transformation: Rideaux
Transformation: Driselle	Transformation: Cline	Transformation: Celsius	Transformation: Nova	Transformation: Vera
Transformation: Cress	Transformation: Mint	Transformation: Stahn	Transformation: Rutee	Transformation: Bruiser

Item Data

Materials

Legend: D =Enemy Drop, C =Cat, P =Prize, G =Gathering Point, T =Treasure, S =Steal, O =Other

Name	Sell Price		How to Obtain		
Minerals					
Iron Sand	10	D	Alest Plant [65%]	D	Burrow Goblin [40%]
		G	Alest Highroad [25%]	G	Fort Gandala [45%]
Copper Ore	20	D	Gun Tortoise [65%]	D	Neo Dragon [65%]
		G	Nia Khera Hallowmont [34%]	G	Fort Gandala [45%]
Silver Ore	30	D	Ice Golem [65%]	D	Dusk Goblin [40%]
		G	Talys Highroad [18%]	G	Labari Hollow [20%]
Gold Dust	50	D	Golem [65%]	D	Skeleton [31%]
		G	Lakutam Highroad [16%]	G	Nala Lava Tubes [16%]
Geode	90	D	Fire Golem [65%]	D	Ruin Guardian [65%]
		G	Nala Lava Tubes [16%]	G	Kukhar Ice Caverns [14%]
Meadow Crystal	150	D	Pyro Basilisk [31%]	D	Rock Djinn [40%]
		G	Old Vicalle Mine [8%]	C	Felgana Mine
Rare Metal	270	D	Chrono Skeleton [65%]	D	Ruin Guardian [31%]
		C	Agent Training Area	T	Barnauer Highroad
Magical Ore	470	D	Earth Goliath (Coliseum) [10%]	D	Earth Golem (Coliseum) [10%]
		D	Shadow Skull [10%]		—
Navi Metal	840	D	Goddess Touch (Coliseum) [10%]	D	Shadow Chill [10%]
		D	Shadow Djinn [10%]	D	Leviadragon (Coliseum) [10%]
Libavius Ore	1500	D	Shadow Sentry [1%]	D	Shadow Crab Man [10%]
		D	Shadow Battlecorps Sergeant [1%]		—
Mud Rock	50		Felgana Mine rocks [20%]		—
			—		—
Rock Salt	250	O	Felgana Mine rocks [25%]		—
			—		—
Block of Quartz	1000	T	Sharilton	O	Felgana Mine rocks [15%]
		P	Poker prize [250Chips]		—
Ancient Fossilized Insect	8000	O	Felgana Mine rocks [15%]	P	Poker prize [2000Chips]
			—		—
Iolite Ore	20000	O	Felgana Mine rocks [5%]	P	Poker prize [5000Chips]
			—		—
Copper Chunk	200	C	Galia Trail	C	Talys Highroad
		C	Barnauer Highroad	P	Poker prize [3000Chips]
Claricite	500	C	Xailen Woods Temple	C	Helioborg Research Station
		C	Alest Highroad	P	Poker prize [3500Chips]
Lumicite	1000	D	Rideaux (2) [100%]	C	Labari Hollow
		C	Torbalan Highroad	P	Poker prize [4000Chips]
Puricite	1500	C	Nia Khera Hallowmont	C	Royal Hunting Grounds
		C	Sillea Tundra	P	Poker prize [5000Chips]
Plant					
Wood Chunk	11	D	Treant [65%]	D	Terra Treant [65%]
		G	Tatalian Abyss [20%]	G	Mon Highlands [22%]
Wildgrass Seeds	21	D	Insect Plant [65%]	D	Sylvan Treant [65%]
		G	Torbalan Highroad [18%]	G	Galia Trail [16%]
Supple Ivy	33	D	Sylvan Treant [65%]	D	Terra Treant [65%]
		G	Talys Highroad [16%]	G	Fezebel Marsh [24%]
Herb	56	D	Grass Polwigle [40%]	D	Mine Plant [65%]
		G	Sapstrath Deepwood [22% ※1]	G	Labari Hollow [25%]
Mushroom Powder	120	D	Ghastly Stump (Coliseum) [20%]	G	Fezebel Marsh [24%]
		C	Sapstrath Deepwood	T	Sapstrath Deepwood
Everbloom	200	D	Snow Treant [65%]	D	Bog Plant [65%]
		G	Sillea Tundra [12%]	G	Tulea Tundra [12%]
Fine Wood	360	D	Withered Treant [31%]	G	Voltea Woods [8%]
		T	Sharilton	T	Voltea Woods
Enchanted Thorns	630	D	Shadow Shade [10%]	D	Shadow Plant [1%]
			—		—
Godwood	1100	D	Vampiric Plant (Coliseum) [10%]	D	Shadow Nightmare [1%]
		D	Shadow Butterfly [1%]	D	Shadow Mine Plant [1%]
Great Tree's Fruit	2000	D	Shadow Erdas [10%]	D	Shadow Gentlemundine [10%]
		D	Shadow Leaf [1%]		—
Heart Herb	120	D	Mine Plant (Berserk) [100%]	T	Leronde
		T	Fennmont		—
Potato	10	C	Trigleph	C	Sharilton
		C	Royal Hunting Grounds	T	Trigleph
Onion	10	C	Duval	C	Hamil
		C	Culmar Trail	T	Duval
Carrot	10	C	Trigleph	C	Sapstrath Highroad
		T	Nia Khera	T	Xian Du
Glowfruit	500	C	Tatalian Abyss	C	Dimensional Breach
		T	Hamil	T	Nia Khera
Secret Seed	500	C	Sharilton	C	Sapstrath Deepwood
		C	Galia Trail	T	Epsilla Ruins (Fractured)
Anonymous Seed	150	C	Aladhi Seahaven	C	Torbalan Highroad
		C	Culmar Trail	T	Fennmont
Nameless Seed	150	C	Milla's Shrine	C	Alest Highroad
		C	Lakutam Highroad	T	Oscore (Fractured)
Veggie Set	100	C	Hamil	C	Nia Khera
		C	Spirius Corporation	T	Trigleph
Beasts					
Beast Dung	13	D	Alest Horse [40%]	D	Gentleman [65%]
		G	Alest Highroad [25%]	G	Torbalan Highroad [22%]
Rotten Bone	25	D	Gun Tortoise [65%]	D	Skeleton [65%]
		G	Torbalan Highroad [22%]	G	Kijara Seafalls [22%]
Broken Fang	40	D	Wolf [40%]	D	Shaft Skeleton [65%]
		G	Lakutam Highroad [16%]	G	Xailen Woods [16%]
Fur	70	D	Western Wolf [40%]	D	Swamp Polwigle [40%]
		D	Skunky [40%]	T	Sapstrath Highroad
Pointy Talons	100	D	Bat (1) [40%]	D	Shaft Skeleton [65%]
		G	Xailen Woods [16%]	G	Arklund Quag [18%]
Big Horn	170	D	Armored Boar [23%]	D	Wind Racer (Coliseum) [10%]
		D	Chrono Snake [65%]	T	Fezebel Marsh
Chimera's Mane	300	D	Guardian Mare (Coliseum) [10%]	D	Clukkit (Coliseum) [10%]
		D	Hill Boar [23%]		—
Eye of the Demon Beast	700	D	Guardian Mare (Coliseum) [10%]	D	Shadow Treant [1%]
		D	Shadow Basilisk [10%]		—
Hair of the Sacred Beast	1230	D	Shadow Cat [1%]	D	Shadow Beak [1%]
		D	Clukkit (Coliseum) [10%]	D	Hydro Blade (Coliseum) [10%]
Unicorn Horn	2200	D	Shadow Gatekeeper [10%]	D	Shadow Bat [10%]
		D	Shadow Battlecorps Sergeant [10%]		—
Gelatin	50	C	Fennmont	C	Xagut Floodmeadow
		C	Rusalle Highroad	T	Marksburg
Tanned Leather	100	C	Helioborg Research Station	C	Torbalan Highroad
		T	Hamil	T	Fennmont
Animal Glue	100	C	Nia Khera	C	Barnauer Highroad
		T	Xian Du	T	Epsilla Ruins (Fractured)
Sharp Fang	500	D	Giant Bat [100%]	D	Hangerzamm [100%]
		D	Melancholic Decay [100%]	C	Sapstrath Seahaven
Finest Fur	1500	D	Auj Oule Lancer [25%]	S	Auj Oule Lancer [10%]
		C	Kanbalar	P	Poker prize [4000Chips]
Birds					
Beautiful Feathers	15	D	Axe Beak [40%]	D	Alest Chirpee [40%]
		G	Galia Trail [18%]	G	Nia Khera Spiritway [16%]
Wild Bird Egg	23	D	Axe Beak [40%]	D	Chirpee [40%]
		G	Galia Trail [18%]	G	Nia Khera Spiritway [16%]
Fine Down	43	D	Peepit [40%]	D	Hawk [40%]
		G	Talys Highroad [18%]	G	Royal Hunting Grounds [16%]
Crown Feather	76	D	Prism Beak [40%]	D	Terra Chirpee [40%]
		G	Royal Hunting Grounds [16%]	G	Sillea Tundra [12%]
Buzzard Talon	110	D	Antler Beak [40%]	D	Clukkit [40%]
		D	Neighbor Hawk [40%]	G	Nala Lava Tubes [8%]
Migrant Plume	220	D	Crystal Beak [31%]	D	Penguinist [20%]
		G	Sillea Tundra [8%]	G	Tulea Tundra [8%]
Black Egg	400	D	Chirpee (Coliseum) [10%]	D	Chrono Harpy [23%]
		G	Barnauer Highroad [8%]	T	Barnauer Highroad
Griffon Claw	520	D	Wyndham Wolf (Coliseum) [10%]	D	Shadow Basilisk [10%]
		D	Sylphid (Coliseum) [10%]		—
Sapphire Shell	930	D	Shadow Cat [1%]	D	Shadow Djinn [10%]
		D	Shadow Dragon [10%]	D	Chirpee (Coliseum) [10%]
Pheasant Tail	2400	D	Shadow Gatekeeper [10%]	D	Gentleshadow [10%]
		D	Shadow Gentlemundine [10%]		—
Egg	10	C	Duval	C	Nia Khera
		C	Spirius Corporation	T	Trigleph
Feather	10	C	Xian Du	C	Bermia Gorge
		C	Talys Highroad	T	Fennmont
Quill Pen	50	D	Julius (1) [100%]	C	Kanbalar
		C	Fennmont	T	Trigleph
Chipped Claw	100	D	Hangerzamm [100%]	C	Duval
		C	Tatalian Abyss	C	Nala Lava Tubes
Shattered Bone	100	C	Xailen Woods Temple	C	Dimensional Breach
		C	Rusalle Highroad		—
Aquatic					
Land Crab	16	D	Alest Ribbit [40%]	D	Tortoise [65%]
		G	Alest Highroad [25%]	G	Kijara Seafalls [26%]
Fossilized Shell	26	D	Merfish [40%]	D	Coastal Mandragora [40%]
		G	Alest Highroad [25%]	G	Kijara Seafalls [24%]
Hard Scale	36	D	Frost Skeleton [65%]	D	Angry Tortoise [65%]
		G	Mon Highlands [22%]	G	Kukhar Ice Caverns [16%]
Giant Shell	83	D	Angry Tortoise [65%]	D	General Crab [65%]
		D	Gentlemundine [65%]	T	Mon Highlands
Pearl	130	D	Erdas [65%]	D	Coastal Mandragora [23%]
		G	Kijara Seafalls [8%]	C	Kijara Seafalls
Sharp Pincers	180	D	General Crab [31%]	D	Striker Crab Man [40%]
		S	Tree Crab [30%]	T	Royal Hunting Grounds
Giant Fish Fin	430	D	Quag Merfish [23%]	D	Ruin Merfish [23%]
		G	Arklund Quag [8%]	T	Epsilla Ruins (Fractured)
Black Pearl	580	D	Aqua Doll (Coliseum) [10%]	D	Shadow Skull [10%]
		D	Shadow Devil [10%]	T	Minidine (Coliseum) [10%]
Ancient Coral	1370	D	Aqua Dragon (Coliseum) [10%]	D	Shadow Chill [10%]
		D	Shadow Demon [10%]	D	Fortune Stepper (Coliseum) [10%]
Aquatic Jelly	1670	D	Shadow Erdas [10%]	D	Shadow Crab Man [10%]
		D	Gentleshadow [10%]		—
Whirling Seashell	500	C	Fennmont	C	Aladhi Seahaven
		T	Epsilla Ruins (Fractured)	P	Poker prize [3000Chips]
Salmon	20	C	Marksburg	C	Drellin
		C	Tulea Tundra	T	Marksburg
Sea Bream	50	C	Marksburg	C	Drellin
		C	Sapstrath Seahaven	T	Drellin
Tuna	50	C	Trigleph	C	Drellin
		C	Lakutam Seahaven	T	Marksburg
Seafood Set	120	C	Marksburg	C	Drellin
		C	Leronde	T	Trigleph
Crystal Seashell	1000	C	Aladhi Seahaven	C	Sapstrath Seahaven
		C	Lakutam Seahaven	P	Poker prize [3500Chips]
Insect					
Spiderweb	18	D	Prickle Spider [40%]	G	Tatalian Abyss [20%]
		G	Nia Khera Spiritway [16%]	C	Fort Gandala
Insect Husk	28	D	Butterfly [40%]	D	Floral Butterfly [40%]
		G	Nia Khera Spiritway [18%]	G	Xagut Floodmeadow [18%]
Poison Stinger	46	D	Spider [40%]	D	Bee [40%]
		G	Culmar Trail [12%]	G	Bermia Gorge [18%]
Insect Wings	63	D	Green Butterfly [40%]	D	Sword Bee [40%]
		G	Bermia Gorge [18%]	O	Sapstrath Highroad [10%]
Bee's Nest	140	D	Veywind Stinger (Coliseum) [20%]	G	Sapstrath Highroad [8%]
		G	Voltea Woods [10%]	T	Voltea Woods
Beetle Leg	250	D	Arrow Bee [40%]	D	Hill Shade [40%]
		G	Barnauer Highroad [10%]	T	Felgana Mine
Venomous Stinger	330	D	Arrow Bee [23%]	D	Chrono Scorpion [23%]
			—		—
Creepy Antenna	770	D	Shadow Shade [10%]		—
			—		—
Demon Bug Eye	1010	D	Shadow Eater [10%]	D	Shadow Sylvan [1%]
		D	Shadow Nightmare [1%]	D	Shadow Butterfly [1%]
Fragrant Silver Scales	1830	D	Shadow Sentry [1%]	D	Shadow Bat [1%]
		D	Shadow Leaf [1%]		—
Beautiful Insect Wings	100	C	Milla's Shrine	C	Fort Gandala
		C	Voltea Woods	T	Trigleph
Insect Horn	200	C	Dimensional Breach	C	Aladhi Trail
		C	Catamar Heights	T	Nia Khera
Aphid	200	C	Sharilton	C	Agent Training Area
		C	Culmar Trail	T	Marksburg
Aphid King	500	C	Milla's Shrine	C	Sapstrath Deepwood
		C	Sapstrath Highroad	T	Epsilla Ruins (Fractured)
Scorpion Tail	1000	D	Auj Oule Lancer [25%]	D	Scorpactus [100%]
		C	Fort Gandala	C	Alest Highroad
Wonder					
Crude Stinger	300	S	Rideaux (1) [10%]	C	Leronde
		C	Nia Khera Hallowmont	C	Barnauer Highroad
Weird Fragment	50	D	Wind Butterfly (Coliseum) [20%]	G	Land of Canaan [42%]
		O	Tatalian Abyss [12%]	C	Tatalian Abyss
Mysterious Liquid	90	D	Water Djinn [40%]	D	Terra Polwigle [40%]
		G	Lakutam Highroad [8%]	G	Fezebel Marsh [10%]
Pure White Puffball	140	D	Ice Mandragora [40%]	D	Wind Djinn [23%]
		G	Culmar Trail [8%]	C	Bermia Gorge
Hazardous Liquid	240	D	Gentlemundine [31%]	D	Mine Plant [23%]
		G	Fezebel Marsh [10%]	C	Labari Hollow
Mysterious Bead	420	D	Tree Crab [31%]	G	Xailen Woods [8%]
		G	Land of Canaan [42%]	C	Laforte Research Center
Monster Fluid	700	D	Bog Polwigle [40%]	D	Bog Ribbit [40%]
		G	Arklund Quag [10%]	C	Fezebel Marsh
Bizarre Clump	1260	D	Fire Dragon (Coliseum) [10%]	D	Flame Doll (Coliseum) [10%]
		G	Land of Canaan [8%]	C	Land of Canaan
Dingy Puffball	2200	D	Zebra Wyvern (Coliseum) [10%]	D	Fire Dragon (Coliseum) [10%]
		G	Land of Canaan [8%]	T	Sapstrath Deepwood (Fractured)
Dragon Ash	3880	D	Shadow Devil [10%]	D	Zebra Wyvern (Coliseum) [10%]
		D	Magma Dragon (Coliseum) [10%]	S	Shadow Chill [10%]
Strange Core	7000	D	Shadow Eater [10%]	D	Shadow Demon [10%]
		D	Shadow Dragon [10%]	S	Shadow Erdas [10%]
Indigo Orb	300	C	Fezebel Marsh	C	Kukhar Ice Caverns
		C	Galia Trail	P	Poker prize [4000Chips]
Yellow Orb	300	C	Fezebel Marsh	C	Nala Lava Tubes
		C	Old Vicalle Mine	P	Poker prize [4000Chips]
Fireproof Cloth	700	C	Xian Du	C	Spirius Corporation
		C	Nala Lava Tubes	C	Rusalle Highroad
Rainbow Lens	1000	C	Kanbalar	C	Orda Palace
		C	Land of Canaan	C	Nia Khera Spiritway
Cantarella	500	C	Xailen Woods Temple	C	Tatalian Abyss
		C	Land of Canaan	C	Aladhi Trail
Specialty					
"Ex Machina" Whiskey	700	S	Bisley [5%]	C	Trigleph
		T	Trigleph	T	Marksburg
"Noir Rare" Brandy	600	C	Duval	T	Duval
			—		—
Seabird Egg	400	C	Marksburg	T	Marksburg
			—		—
Napple	300	C	Hamil	T	Hamil
			—		—
Porange	1000	S	Muzét (Catalyst) [10%]	C	Hamil
		T	Hamil		—
Rappig Ears	500	C	Nia Khera	T	Nia Khera
			—		—
Holy Ash	1200	C	Milla's Shrine	T	Milla's Shrine
			—		—
Model Windmill	2500	C	Sharilton	T	Sharilton
Prayer Pennants	4200	C	Xian Du	T	Marksburg
		C	Hamil	T	Nia Khera
Gaius Dumpling	600	D	Wingul (Catalyst) [100%]	C	Kanbalar
		T	Trigleph	T	Duval
Stained Glass Fragments	3800	C	Xailen Woods Temple	T	Xailen Woods Temple
			—		—
"Moonlight" Bourbon	8300	C	Fennmont	T	Duval
		T	Marksburg	T	Sharilton
"Casual" Tequila	6000	C	Drellin	T	Drellin
			—		—
Roasted Chicken	4000	S	Aska (Fractured) (2) [5%]	C	Leronde
		T	Leronde		—
"Akebono" Sake	1600	C	Aladhi Seahaven	T	Aladhi Seahaven
			—		—
"Floresta" Wine	2200	C	Sapstrath Seahaven	T	Sapstrath Seahaven
			—		—
"Twilight" Shochu	3000	C	Lakutam Seahaven	T	Lakutam Seahaven
			—		—
Bunny Doll	380	C	Spirius Corporation	T	Spirius Corporation
			—		—
Lesser Spirit Doll	800	C	Helioborg Research Station		—
			—		—
Old Wooden Sword	70	C	Agent Training Area		—
			—		—
Kijara Fish	700	D	Greater Demon [100%]	D	Greater Demon EX [100%]
		C	Kijara Seafalls		—
Temporal Shard	1800	D	Goddess Touch [100%]	D	Goddess Touch EX [100%]
		C	Nia Khera Hallowmont		—
Smokeshrooms	550	D	Ghastly Stump [100%]	D	Ghastly Stump EX [100%]
		C	Sapstrath Deepwood		—
Breath of Wind	2700	D	Moralzamm [100%]	D	Moralzamm EX [100%]
		C	Bermia Gorge		—
Iron Dust	2000	C	Fort Gandala		—
			—		—
Pink Emerald	1200	D	Fortune Stepper [100%]	D	Fortune Stepper EX [100%]
		C	Tatalian Abyss		—
Wild Gold Dust	900	D	Veywind Stinger [100%]	D	Veywind Stinger (Enraged) [100%]
		D	Veywind Stinger EX [100%]	C	Dimensional Breach
Prototype Booster	3500	D	Exoplasma (1) [100%]	D	Exoplasma EX (1) [100%]
		S	Wingul (Catalyst) [5%]	C	Labari Hollow
Water Lily	4300	C	Orda Palace	T	Orda Palace
			—		—
Obsidian	1600	C	Laforte Research Center	T	Laforte Research Center
			—		—
Golden Frog Egg	2400	D	Dark Teagle [100%]	D	Dark Teagle EX [100%]
		C	Fezebel Marsh	T	Fezebel Marsh
Empty Spirit Fossil	600	D	Hammerzamm [100%]	D	Hammerzamm EX [100%]
		C	Felgana Mine		—
Working Gear	3000	S	Chronos (4) [5%]	C	Land of Canaan
			—		—
Ancient Fish Scales	400	D	Scorpactus [50%]	D	Scorpactus EX [50%]
		C	Alest Highroad		—
Torbalan Jade	800	D	Veywind Eye [100%]	D	Veywind Eye (Berserk) [100%]
		D	Veywind Eye EX [100%]	C	Torbalan Highroad
Light-Leaf Clover	1000	D	Graddic Claw [100%]	D	Graddic Claw EX [100%]
		C	Rusalle Highroad		—
Aladhian Beetle	1300	D	Heavy Claw [100%]	D	Heavy Claw EX [100%]
		C	Aladhi Trail		—
Galia Leaf	300	C	Galia Trail		—
			—		—
Husk of Legend	1600	D	Radiant Horn [100%]	D	Radiant Horn EX [100%]
		C	Nia Khera Spiritway		—
Driftwood	470	C	Xagut Floodmeadow		—
			—		—
Sapstrath Amber	2200	C	Sapstrath Highroad		—
			—		—
Sharilton Butterfly	2500	D	Arrow Folzam [100%]	D	Arrow Folzam EX [100%]
		C	Culmar Trail		—
Talysian Cactus	780	D	Vampiric Plant [100%]	D	Vampiric Plant EX [100%]
		C	Talys Highroad		—
Brutaur's Footprints	3000	C	Lakutam Highroad		—
			—		—
Wyvern's Claw	1800	D	Siennabronc [100%]	D	Siennabronc EX [100%]
		C	Royal Hunting Grounds	T	Kanbalar
Princessia	1200	C	Mon Highlands	T	Mon Highlands
			—		—
Water Spirit's Tears	4300	D	Snow Cougar [100%]	D	Snow Cougar EX [100%]
		S	Celsius (1) [5%]	C	Xailen Woods
Fire Spirit's Rage	4300	D	Leviadragon [100%]	D	Leviadragon EX [100%]
		D	Magma Dragon [100%]	C	Nala Lava Tubes
Snow Butterfly	2200	D	Hydro Blade [100%]	D	Hydro Blade EX [100%]
		C	Kukhar Ice Caverns		—
Snowcrystal	4000	D	Celsius (2) [100%]	D	Bluetaur [100%]
		C	Sillea Tundra	T	Kanbalar
Icefish	3400	C	Tulea Tundra		—
			—		—
Voltean Grasshopper	2500	C	Voltea Woods	T	Leronde
			—		—
Lightshroom Spores	700	C	Old Vicalle Mine		—
			—		—
Old Pickaxe	200	D	Wind Racer [100%]	D	Wind Racer EX [100%]
		C	Catamar Heights		—
Nightshine Plume	5800	D	Krudis Eye [100%]	D	Krudis Eye EX [100%]
		C	Barnauer Highroad		—
Golden Frog	6700	D	Cthulhu Demon [100%]	D	Cthulhu Demon EX [100%]
		C	Arklund Quag		—

Item Data

Valuables

Name	When Obtained
GHS	—
Contract	—
Broken Watch (Ludger)	—
Broken Watch (Julius)	—
Spirius Corp. Emblem	—
Job Certification	—
Key to the Kitty Room	Debt Repayment Interval 3-4
Item Book	In the Library
Enemy Book	In the Library
Battle Book	In the Library
World Map	Debt Repayment Interval 6-7
Item Sphere	Debt Repayment Interval 4-5
Item Sphere Plus	05 Elle's Belongings
Artes Sphere	Muzét (Fractured)
Winged Boots	Arrival at Aladhi Seahaven
Fractured Dimension Data	—
Guest Keycard	Chapter 7 Oscore Station (Fractured)
Gilland's Memo	Chapter 7 Oscore Station (Fractured)
Energy Unit	Chapter 10 Epsilla Ruins (Fractured)
Maxwell's Temporal Blade	Chapter 13 Marksburg (2)
Long Dau's Dust	Chapter 13 Marksburg (2)
Seafall Phantom's Eye	Chapter 13 Marksburg (2)
Ark Sentinel's Heart	Chapter 13 Marksburg (2)
Ultimate Chromatus Bearer	Chapter 13 Marksburg (2)
True Canaan Waymarker	—
Celsius Fossil	Jude Episode 5
Key to the Storeroom	Alvin Episode 2
Dull Colored Gemstone	—
Rowen's Will	—
Resonance Stone	—
Delivery Envelope	Leia Episode 1
Delivery Confirmation Slip	Leia Episode 1
Camera	—
Commemorative Photo	—
Spirit Radio	—
Booster	Bonus Episode
Maxwell Spyrite	Jude learns from Maxwell
Ancient Bell	Illusionary Darkness
Ruby's Collar	Kitty Sightings 2
Suzu's Collar	Kitty Sightings 3
Yuni's Collar	Kitty Sightings 5
Croquette's Collar	Kitty Sightings 19
Cannon's Collar	Kitty Sightings 23
Lil Scrappy's Collar	Kitty Sightings 6
Wily's Collar	Kitty Sightings 24
Luke's Collar	Kitty Sightings 1
Kyo's Collar	Kitty Sightings 12
Breezy's Collar	Kitty Sightings 13
Tartaros' Collar	Kitty Sightings 22
Rocky's Collar	Kitty Sightings 20
Boris' Collar	Kitty Sightings 28
Chi-Chi's Collar	Kitty Sightings 7
Taka's Collar	Kitty Sightings 8
Torche's Collar	Kitty Sightings 9
Mao's Collar	Kitty Sightings 14
Nanaly's Collar	Kitty Sightings 26
Noel's Collar	Kitty Sightings 25
Prickly Pete's Collar	Kitty Sightings 4
Meowcifer's Collar	Kitty Sightings 10
Natalina's Collar	Kitty Sightings 11
Holmes' Collar	Kitty Sightings 15
Stumbles' Collar	Kitty Sightings 16
Dasher's Collar	Kitty Sightings 17
Carolina's Collar	Kitty Sightings 27
Nelly's Collar	Kitty Sightings 21
Monty's Collar	Kitty Sightings 18
Code J - Disk 2	20 Traces of Kinship 2
Code J - Disk 2 Analysis	—
Code J - Disk 3	29 Traces of Kinship 3
Code J - Disk 3 Analysis	Unlock Julius' room
50 KGs of High Quality Beef	27 Balan's Plea
Erston's Letter	28 Once Mercenaries
Mint's Job Report	30 Femme Fatales 1
Money Lover's Job Report	31 Femme Fatales 2
Leia's Job Report 1	16 Leia Report 1
Leia's Job Report 2	25 Leia Report 2
Leia Job Report 3	17 Leia Report 3
Maiden's Job Report	19 The Shrinemaiden's Request
Diner Employee's Job Report	02 What Could Have Been
Mission Report 1	06 Traces of Kinship 1
Mission Report 2	20 Traces of Kinship 2
Mission Report 3	29 Traces of Kinship 3
Bisley's Job Report	21 Bisley's Orders
Rideaux's Job Report	11 Rideaux's Request
Girl's Job Report	01 The Girl's Gift
Father's Job Report	07 The Father's Gift
Vera's Job Report	21 From Vera with Sympathy
Derrick's Job Report	22 Birds of a Feather
Driselle's Job Report	08 Driselle's Crisis
Sonia's Job Report	12 Relaxing Leronde Lodge
Karla's Job Report	09 Karla's State of Affairs
The Four's Job Report	23 Request from The Four
Balan's Job Report	27 Balan's Plea
Erston's Job Report	28 Once Mercenaries
Marvin's Job Report	14 Meeting with Julius
Spicy Chef's Job Report	24 The Spicy Chef
Elle's Job Report	05 Elle's Belongings
Dissertation of the Six	19 Dissertation of the Six
Dealer's Job Report	15 Poker Face
Nova's Job Report	03 The Debt - Part 1
Aaron's Job Report	10 The Debt - Part 2
Landlord's Job Report	04 The Days of Our Lives
Prize Voucher	Elize Episode 2
Classmate Contact List	03 The Debt - Part 1
Spirius Corp. Job Report	The Veywind Eye Strikes Back

Item Data

Extractors

Extractor Name	Category	Details
Pebble	Treasure Chest	Ivar's bag after Main Chapter 02.
Droplet	Default Equipment	Ludger
Spark	Default Equipment	Alvin
Breeze	Quest	Quest: Precise Measurements
Shine	Default Equipment	Jude
Soot	Default Equipment	Rowen
Stalactite	Main Chapter	Main Chapter 03 / Sledgehammer tutorial
River	Treasure Chest	Kijara Seafalls
Flame	Quest	Quest: Godly Ashes
Gust	Treasure Chest	Bermia Gorge
Sunbeam	Quest	Quest: Let's Trade!
Shade	Quest	Quest: Bring it Right Now!
Peak	Treasure Chest	Felgana Mine
Waterfall	Treasure Chest	Kukhar Ice Caverns
Bonfire	Treasure Chest	Nala Lava Tubes
Gale	Custom Order	
Aurora	Default Equipment	Gaius
Cavern	Default Equipment	Muzét
Mountain	Custom Order	
Ocean	Custom Order	
Inferno	Custom Order	
Hurricane	Custom Order	
Supernova	Custom Order	
Black Hole	Custom Order	
Starfire	Custom Order	
Fertile Soil	Treasure Chest	Sapstrath Deepwood
Lightning Bolt	Main Chapter	Main Chapter 04 / Dual Pistol Tutorial
Tornado	Quest	Quest: You're on an Adventure, Right?
Undertow	Default Equipment	Elize
Glacier	Default Equipment	Leia
Starfire Plus	Treasure Chest	PD Nia Khera
Fertile Soil Plus	Quest	Quest: Dunno the Details
Lightning Bolt Plus	Quest	Quest: Cold-Hearted Sentinels
Tornado Plus	Custom Order	
Undertow Plus	Custom Order	
Glacier Plus	Custom Order	
Mega Starfire	Custom Order	
Mega Fertile Soil	Custom Order	
Mega Lightning Bolt	Quest	Quest: Tomorrow is my Lover's Birthday
Mega Tornado	Quest	Quest: You Using Any Good Weapons?
Mega Undertow	Custom Order	
Mega Glacier	Quest	Quest: The Lie Becomes the Truth
Ultimate Starfire	Quest	Quest: The Last Shard
Ultimate Fertile Soil	Main Chapter	Main Chapter 09 Battle Vs. Odin
Ultimate Lightning Bolt	Quest	Quest: Banned from the Club
Ultimate Tornado	Quest	Quest: The Law of the Gentleman
Ultimate Undertow	Custom Order	
Ultimate Glacier	Character Episode	Item dropped at battle vs. Celcius
Yin and Yang	Mini-game	
Steam Pressure	Quest	Quest: Triumph Over Evil - Part 1
Fissure	Custom Order	
Blinding Lightning	Treasure Chest	Catamar Heights
Rain of Fire	Custom Order	Sharilton
Black Ice	Treasure Chest	Arklund Quag
Burning Meteor	Custom Order	Fennmont
Flowing Rainclouds	Custom Order	Xian Du (Coliseum)
Scorched Earth	Mini-game	Item Exchange
Burning Windmill	Quest	Quest: Aren't You Cold?
Broken Levy	Quest	Quest: Lily-Collecting
Mudslide	Custom Order	
Solar Eclipse	Quest	Quest: The Subtlety of Falling Snow
Shining Steam	Quest	Quest: Grass Research
Wind Tunnel	Quest	Quest: Can't Buy It Anywhere
Forest Fire	Treasure Chest	Illusionary Darkness
Black Rain	Character Episode	Item dropped at battle vs. Otulp (Catalyst)
Black Fissure	Quest	Quest: Triumph Over Evil - Part 2
Badlands	Character Episode	Item dropped at battle vs. Catalyst Nachtigal
Heavenly Rain	Custom Order	
Burning Gravity	Custom Order	
Melting Mercury	Treasure Chest	Illusionary Darkness
Dark Rift	Treasure Chest	Illusionary Darkness
Tropical Thunderstorm	Default Equipment	Milla
Lightning and Hail	Main Chapter	Main Chapter 11 Item dropped by Victor
Torch Nebula	Mini-game	Item exchange
Whirlpool	Quest	Quest: Triumph Over Evil - Part 3
Erupting Geyser	Mini-game	Item exchange
Twilight Pyre	Treasure Chest	Illusionary Darkness
Dark Maelstrom	Custom Order	
Nightless World	Quest	Quest: A Favor
Lightless World	Quest	Quest: I'm Scared
Nightless Universe	Custom Order	After cleared game once
Lightless Universe	Custom Order	After cleared game once
Yggdrasil	Main Chapter	Upon completing Main Chapter 14
Elysium	Main Chapter	Main Chapter 16 Battle against Bisley (Second time)
The All-Father	Custom Order	After cleared game once

Side Quests Videos

Elite Monsters Part 4

Hydro Blade

Video is restricted

Vampiric Plant

Video is restricted

Cthulhu Demon

Video is restricted

Magma Dragon

Video is restricted

Snow Cougar

Video is restricted

Side Quests Videos

Elite Monsters Part 3

Veywind Stinger

Video is restricted

Wind Racer

Video is restricted

Hammerzamm

Video is restricted

Krudis Eye

Video is restricted

Goddess Touch

Video is restricted

Side Quests Videos

Elite Monsters Part 2

Graddic Claw

Video is restricted

Arrow Folzam

Video is restricted

Ghastly Stump

Video is restricted

Bluetaur

Video is restricted

Dark Teagle

Video is restricted

Exoplasma

Video is restricted

Side Quests Videos

Elite Monsters Part 1

Scorpactus

Video is restricted

Veywind Eye

Video is restricted

Heavy Claw

Video is restricted

Radiant Horn

Video is restricted

Greater Demon

Video is restricted

Moralzamm

Video is restricted

Siennabronc

Video is restricted

Gentledroid

Video is restricted

Elemental Golem Part 1

Video is restricted

Elemental Golem Part 2

Video is restricted

Elemental Golem Part 3

Video is restricted

Character Stories Videos

Muzet's Story

Vaioplume

Video is restricted

Character Stories Videos

Gaius's Story

Wingul, Agria, Jiao, & Presa (Fractured)

Video is restricted

Otulp (Fractured)

Video is restricted

Character Stories Videos

Leia's Story

Hangerzamm

Video is restricted

Character Stories Videos

Rowen's Story

Sonny (Catalyst)

Video is restricted

Nachtigal (Fractured)

Video is restricted

Character Stories Videos

Elize's Story

Malachite Beak (x5)

Video is restricted

Jiao (Catalyst)

Video is restricted

Character Stories Videos

Alvin's Story

Ivar

Video is restricted

Alvin & Agria (Fractured)

Video is restricted

Character Stories Videos

Milla's Story

Blaze Claw

Video is restricted

Aska (Fractured)

Video is restricted

Melancholic Decay & Melancholic Soul

Video is restricted

Maxwell (Fractured)

Video is restricted

Muzet (Catalyst)

Video is restricted

Character Stories Videos

Jude's Story

Mega Tusk (Catalyst)

Video is restricted

Celsius

Video is restricted

Celsius & Aqua Dragon (Enslaved)

Video is restricted

Walkthrough Videos

Chapter 16

Chronos

Video is restricted

Bisley

Video is restricted

Julius

Video is restricted

Walkthrough Videos

Chapter 14

Jude

Video is restricted

Milla

Video is restricted

Rideaux & Ivar

Video is restricted

Walkthrough Videos

Chapter 13

Chronos (part one)

Video is restricted

Chronos (part two)

Video is restricted

Victor

Video is restricted

Walkthrough Videos

Chapter 11

Rideaux

Video is restricted

Odin (Catalyst)

Video is restricted

Wingul (Catalyst)

Video is restricted

Walkthrough Videos

Chapter 8

Seafall Phantom (Catalyst)

Video is restricted

Walkthrough Videos

Chapter 7

Aska (Fractured)

Video is restricted

Chronos (Fractured)

Video is restricted

Julius

Video is restricted

Muzet (Fractured)

Video is restricted

Rideaux

Video is restricted

Spirius Gatekeeper

Video is restricted

Walkthrough Videos

Chapter 5

Ivar

Video is restricted

Volt

Video is restricted

Walkthrough Videos

Chapter 4

Ivar

Video is restricted

Rowen

Video is restricted

Walkthrough Videos

Chapter 1

???

Video is restricted

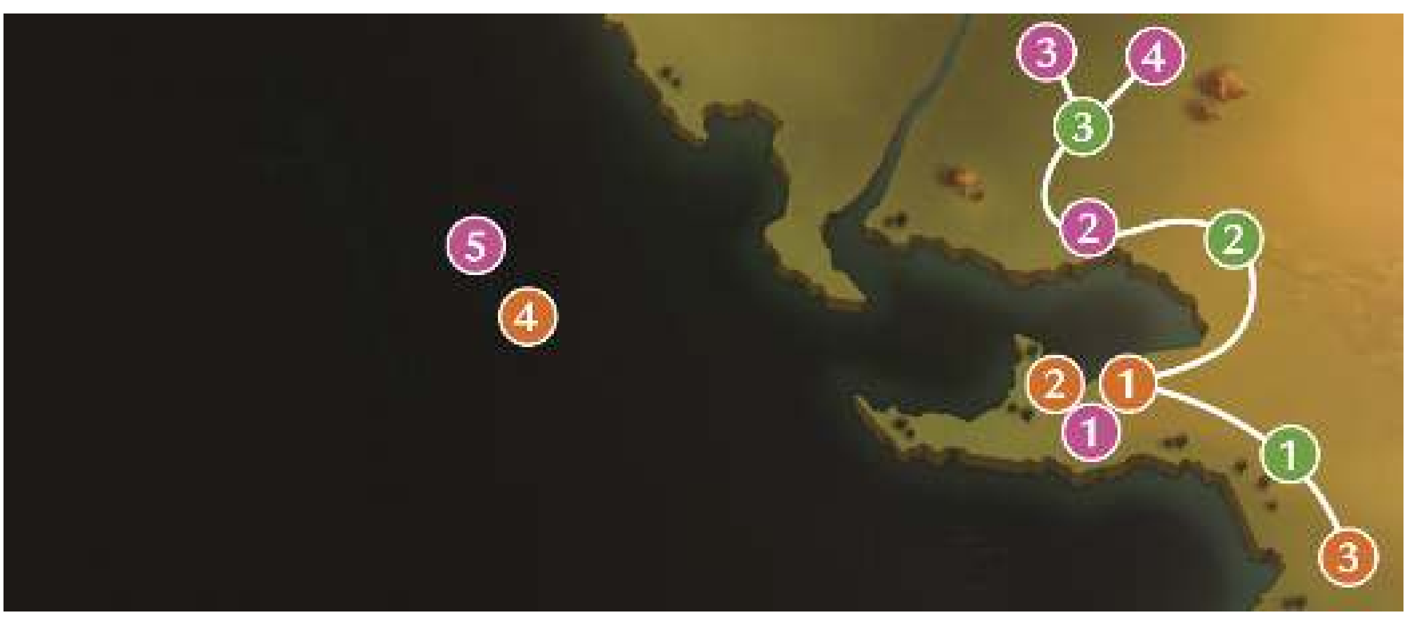
Julius

Video is restricted

Walkthrough

World Map

Elympios



Field

- ① Alest Highroad
- ② Torbalan Highroad
- ③ Rusalle Highroad

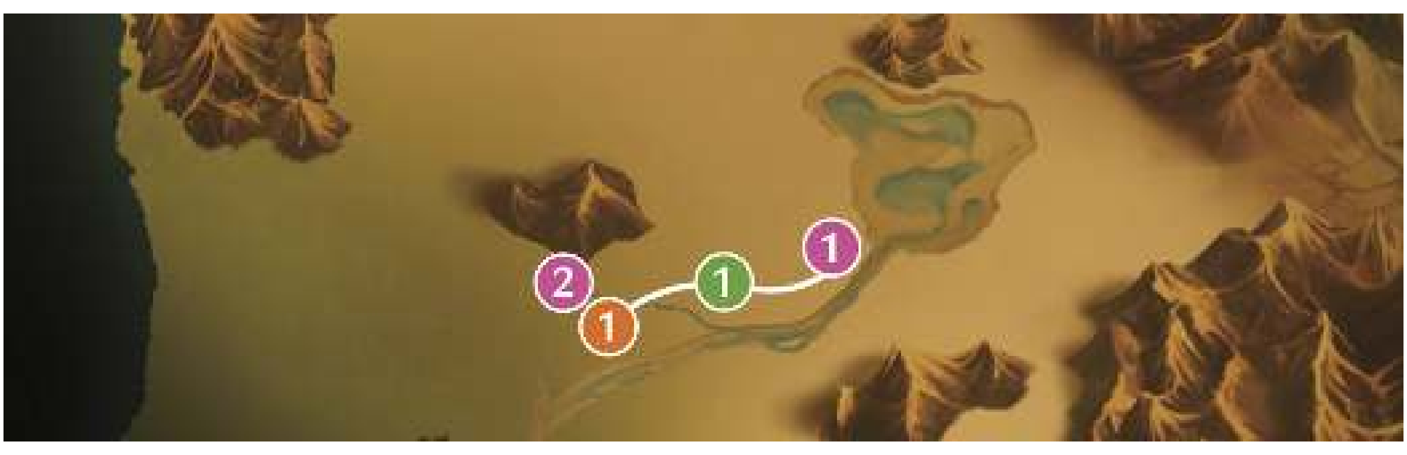
Town

- ① Trigleph
- ② Spirius Corporation
- ③ Duval
- ④ Marksburg

Dungeon

- ① Agent Training Facility
- ② Helioborg Research Station
- ③ Tatalian Abyss
- ④ Dimensional Breach
- ⑤ Land of Canaan

Drellin Region



Town

- ① Drellin

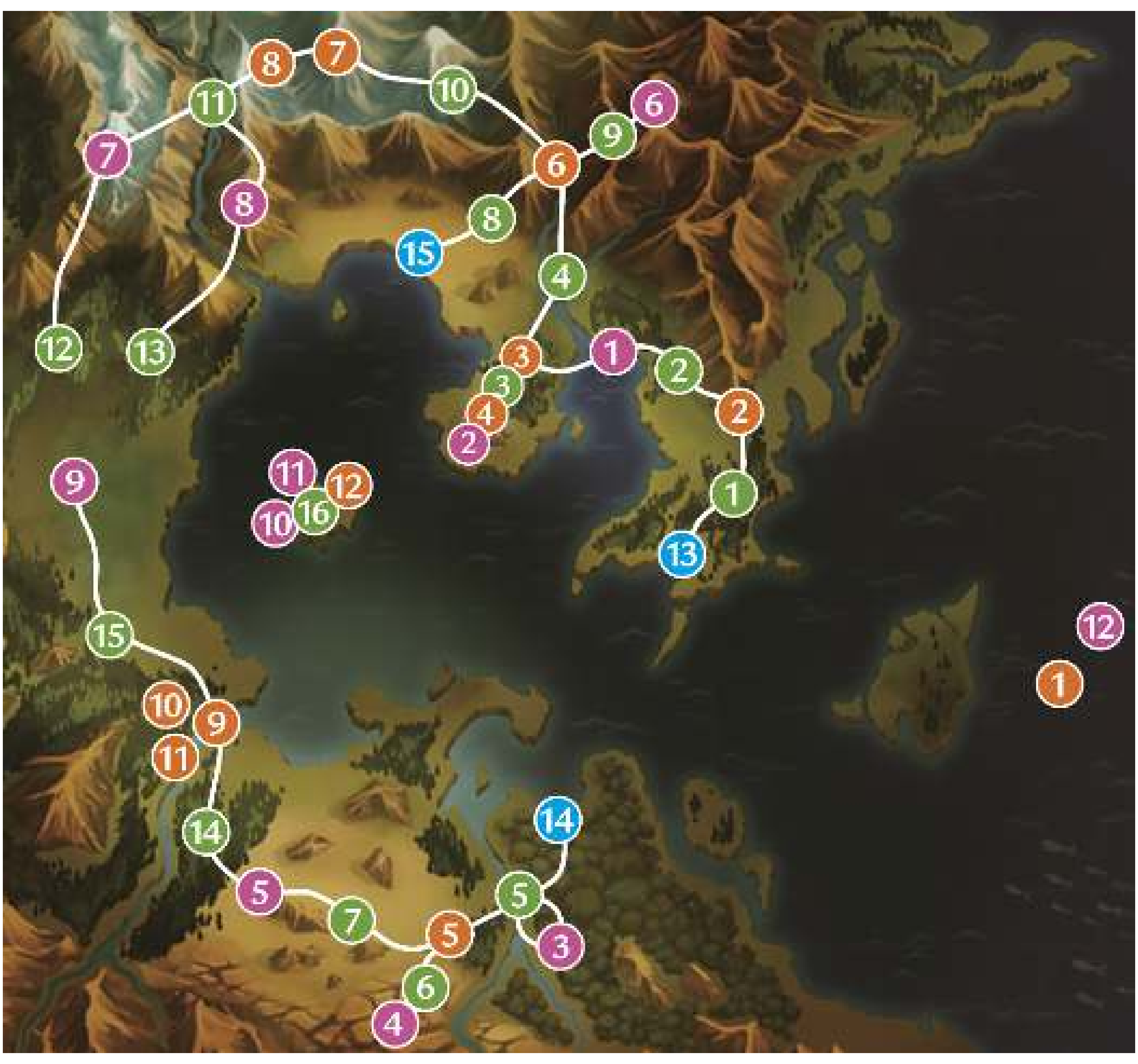
Dungeon

- ① Epsilla Ruins
- ② Illusionary Darkness

Field

- ① Catamar Heights

Rieze Maxia



Field

- ① Aladhi Trail
- ② Galia Trail
- ③ Nia Khera Spiritway
- ④ Xagut Floodmeadow
- ⑤ Sapstrath Highroad
- ⑥ Culmar Trail
- ⑦ Talys Highroad
- ⑧ Lakutam Highroad
- ⑨ Royal Hunting Grounds
- ⑩ Mon Highlands
- ⑪ Xailen Woods
- ⑫ Sillea Tundra
- ⑬ Tulea Tundra
- ⑭ Barnauer Highroad
- ⑮ Arklund Quag
- ⑯ Voltea Woods

Town

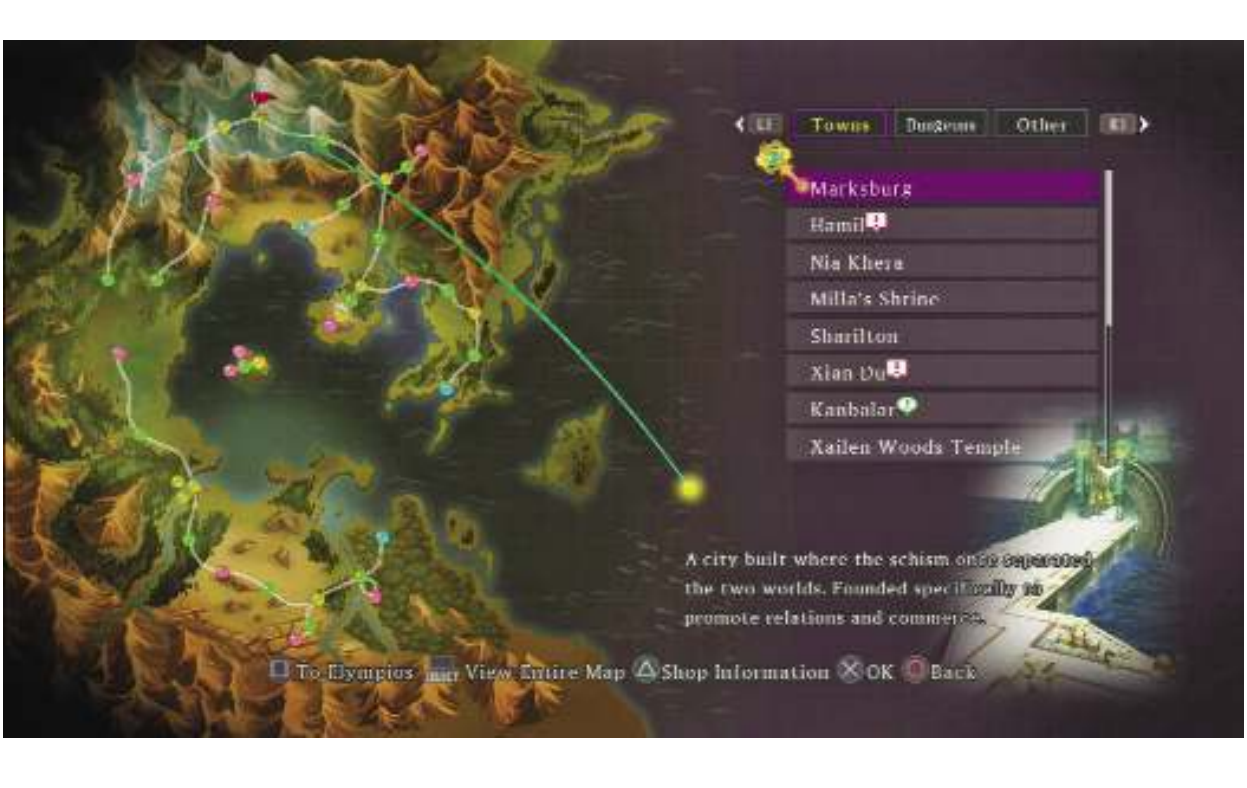
- ① Marksburg
- ② Hamil
- ③ Nia Khera
- ④ Milla's Shrine
- ⑤ Sharilton
- ⑥ Xian Du
- ⑦ Kanbalar
- ⑧ Xailen Woods Temple
- ⑨ Fennmont
- ⑩ Orda Palace
- ⑪ Laforte Research Center
- ⑫ Leronde
- ⑬ Aladhi Seahaven
- ⑭ Sapstrath Seahaven
- ⑮ Lakutam Seahaven

Dungeon

- ① Kijara Seafalls
- ② Nia Khera Hallowmont
- ③ Sapstrath Deepwood
- ④ Bermia Gorge
- ⑤ Fort Gandala
- ⑥ Labari Hollow
- ⑦ Nala Lava Tubes
- ⑧ Kukhar Ice Caverns
- ⑨ Fezebel Marsh
- ⑩ Felgana Mine
- ⑪ Old Vicalle Mine
- ⑫ Land of Canaan

Walkthrough Tips

Use Your Maps



Your current objective is shown by a gold star on the in-game maps, and it will guide you during the main chapters. If you ever lose your place in the game or if you want to see what's available, simply check the World Map. The World Map will show a gold star next to the location for the current chapter. It will also have a red ! next to areas that have a Character Episode and a green ! indicating the target of an Event Quest.

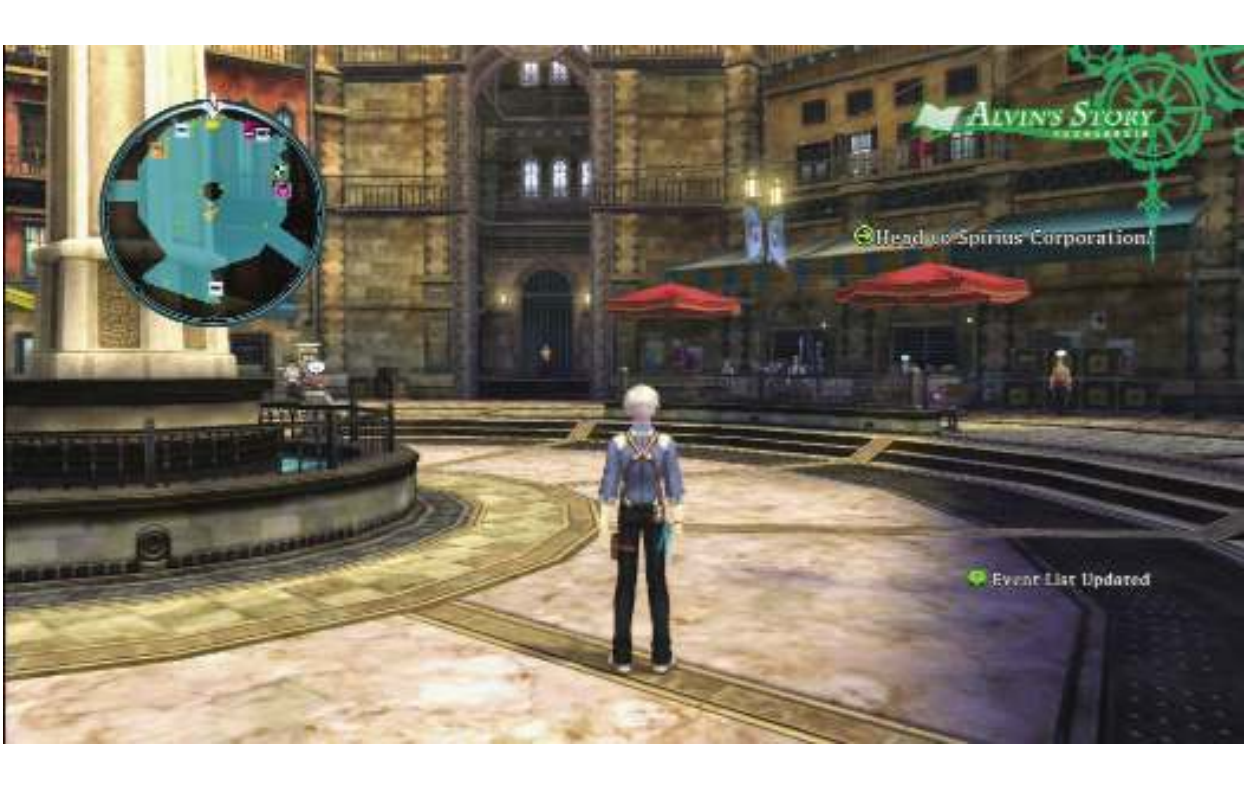
Quests With a Limited Time Frame

As a general rule, there's no time limit for quests written in red. However, the Event Quests listed below will disappear when you reach a certain point in the game, and you will not get another chance to complete them! If you're determined to complete all of the game's quests, make sure you do these as soon as they appear. Additionally, note that you'll be able to gain affinity with Fractured Milla until the beginning of Chapter 11.

Limited-Time Event Quests

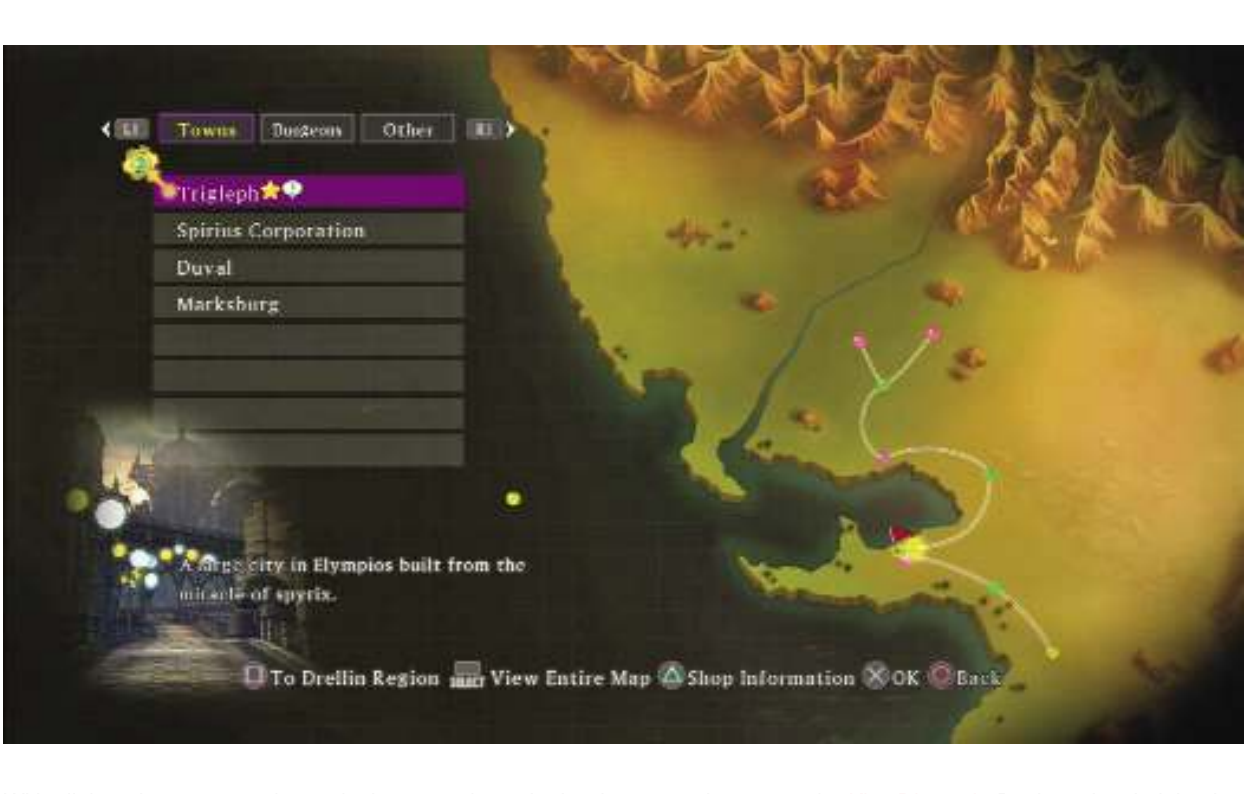
Completion Deadline	Event Quest Name
Chapter 12 start	14 Meeting with Julius
Chapter 12 Trigleph (4), Sharilton (Fractured)	01 The Girl's Gift/07 The Father's Gift
Chapter 13 Marksburg (2)	05 Elle's Belongings/06 Traces of Kinship: Part 1
Chapter 14 start	11 Rideaux's Request

Characters Stories First



During debt repayment intervals, new Character Story episodes can become available. These will show up on the World Map as a red !. Although you can complete most of them at your leisure (once they appear) some are time-based and can expire. As a general rule you should complete each episode as soon as it appears, before paying back the debt and continuing the next chapter of the Main Story. A lot of the chapters have bonus scenes that require completion of a specific Character Episode. If you haven't done that episode, not only would you miss some extra cinemas, but also many of the bonus scenes that have a chance to boost a character's affinity.

Unleash the Cats



With all the other events going on in the game, it can be hard to remember to use the Kitty Dispatch. But keep in mind that it takes time for them to search. The sooner you send them out, the quicker they will return. There are items that can lower the cats' return time, but the important thing is to constantly keep the kitties busy. As soon as you find a cat in an area, that area's name will appear in the Kitty Dispatch. Immediately send your cat to the new region and it is likely to bring back a friend. The more cats you send out, the greater the odds of collecting items, plus you can retrieve more items on each errand. Many of the quest items can only be found through the Kitty Dispatch, and it is also a great method to gather materials for Custom Orders.

Note

Cats don't appear in the Fractured Dimensions.

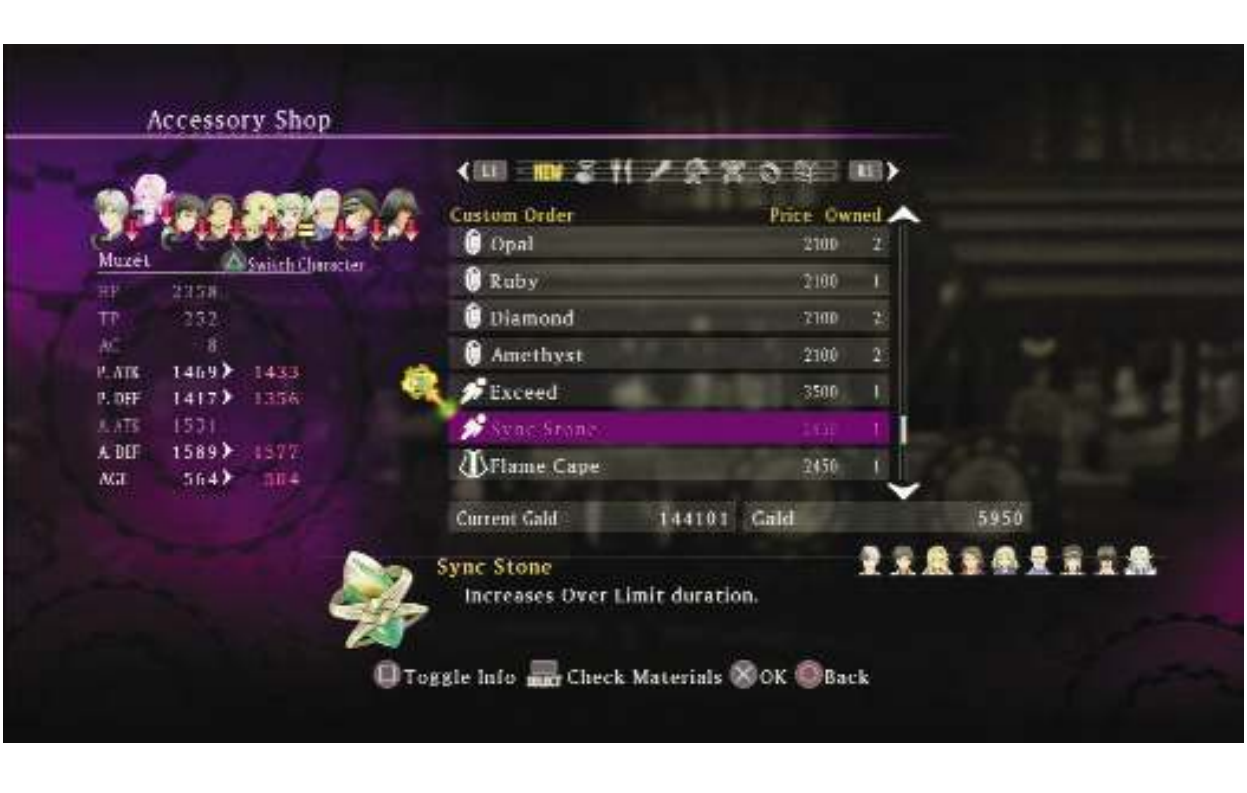
Building Affinity With NPCs

At the end of Chapter 15, if you've built enough affinity with NPC characters Bisley, Julius, and Elle, you'll receive a unique weapon as a prize in Ludger's mailbox at his apartment. So when making Ludger's dialogue choices, you should generally choose the option that builds the most affinity with those three characters. However, getting the weapon from Elle requires so much affinity that it isn't technically possible to do it on your first pass through the game; you'll have to carry over your affinity into New Game+ and complete the game a second time to get it! Because of these, you should prioritize raising affinity with Bisley and Julius on your first pass through the game. Pay close attention to the dialogue choices and you can earn some awesome items.

Unique Affinity Items

- Elle: 8000 Affinity = Dual Blades Pollux Twins
- Bisley: 4000 Affinity = Sledgehammer Spirius Surrender
- Julius: 4000 Affinity = Dual Pistols Spirius Model-4304

Custom Orders to Look Out For



You can make powerful items through Custom Orders that are unavailable anywhere else. However, the materials for these items are difficult to find. It would take a great deal of materials to make every item for every character, so it's a better idea to prioritize accessories and extractors that can be used by everyone in the party. Extractors are especially useful, since they allow you to learn skills and artes earlier. Note that the items you can order after completing a certain post-game condition are among the finest in the games, so you'll definitely want to make those.

Note

You can order each character's best equipment after completing the EX Tag mode in the Coliseum, but as those items require other items be made for use as materials, they're difficult to make.

Exceptional Custom Orders

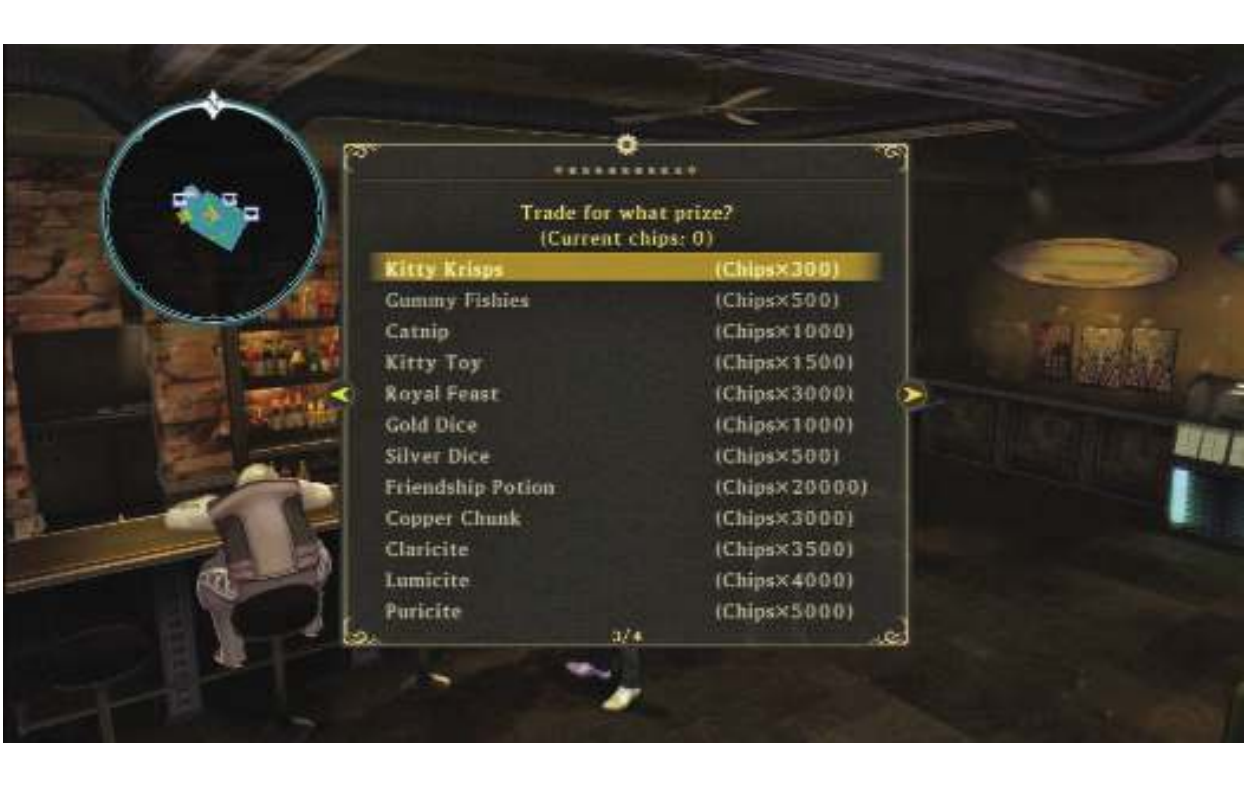
Item Type	When Unlocked	Where Unlocked	Properties
Garnet, Aquamarine, Opal, Ruby, Diamond, Amethyst	Debt repayment interval 7–8	Sharilton (Central Square)	Raises your resistance to the corresponding element by 50%. A great trump card against the enemy's elemental attacks.
Sync Stone	Debt repayment interval 7–8	Sharilton (Central Square)	Lengthens Over Limit duration, allowing for longer Linked Artes chains.
Exceed	Debt repayment interval 7–8	Sharilton (Central Square)	Adds 1 AC. Equip this when you want to perform longer combos.
Mystic Emblem/Mystic Symbol	Debt repayment interval 8–9/Debt repayment interval 12–13	Kanbalar (Main Road)/Drellin (Central Square)	The Mystic Emblem reduces magical artes casting times by 10%, while the Mystic Symbol reduces it by 20%. Equip this to characters who primarily cast artes: Elize, Rowen, and Muzét.
Shock Ward, Muddle Ward, Stone Ward	Debt repayment interval 9–10	Drellin (Central Square)	Provides a 50% chance of negating ailment point gains. Action-restricting ailments like Paralysis, Confusion, and Petrify can be devastating, so use these to protect against them.
Emerald Ring/Faerie Ring	Debt repayment interval 9–10/Debt repayment interval 12–13	Drellin (Central Square)	The Emerald Ring reduces TP costs to 2/3 of the original cost, while the Faerie Ring reduces them to 1/2 of the original cost. Equip this to a character who fights primarily with magical artes.
Black Onyx	Debt repayment interval 10–11	Fennmont (Samsara Trading Post 1F)	Up to 30% HP increase. Great item if your characters keep dying in battle or for low-HP-based teammates.

Key Debt-Repayment Milestones

If you want to repay your debts quickly, the best way to do so is to prioritize fighting Elite Monsters. Defeating even just one or two of them will provide a great deal of gald and points. Try to accept monster eradication quests in the same area as the Elite Monsters so you can do this while you're in the area. Note that the game doesn't force you to pay back more than you need to, but by paying relatively little extra, you can earn two very valuable rewards early in the game. The sooner you get these, the sooner you can put them to work against bosses. You can also get these items by continuing to pay your debt even after it's cleared in Chapter 14.

Repayment	Item	Description
180000	Skill Tome: "Absolute Defense" AL	This teaches Alvin's Impregnable Guard skill, which makes foes unable to guard break you. Ultimately, every character besides Ludger will get their own version of Absolute Defense, but what's great about Alvin's is how cheaply you can get it.
290000	Skill Tome: "Born Healer" JD	This teaches Jude's Restore Plus skill. When you partner with Jude, this skill will increase his odds of resurrecting his fallen partner by 20% (to 70%). This will greatly reduce the amount of Life Bottles you need, making it extremely useful in boss fights.

Can't-Miss Poker Prizes



After you clear Event Quest 15, Poker Face, you'll be able to play the poker mini-game. The chips you earn in this game can be redeemed for a number of precious items that will make your life much easier. To accumulate chips, use the Gold Dice item. If you win using this, it's possible to get 179200 chips at one go. To do so, buy chips with gald, redeem them for the Gold Dice item, and then save your game before you sit down to play.

Note

The Gold Dice item will guarantee a flush four or five times in a row. Double up for eight straight wins.

Useful Items to Get

Required Chips	Item	Description
5000	Red Cape	Absorbs Fire, Earth, and Light damage, but you take double damage from Water, Wind, and Dark. It's extremely useful against foes who don't attack with those elements.
5000	Blue Cape	Absorbs Water, Wind, and Dark damage, but you take double damage from Fire, Earth, and Light. This gives you an option for when the Red Cape would be ineffective.
8000	Yin and Yang	An extractor that extracts Light (4x) and Darkness (4x)
8000	Scorched Earth	An extractor that extracts Fire (3x), Earth (2x), and Darkness (2x)
9000	Torch Nebula	An extractor that extracts Fire (3x), Earth (4x), Light (1x), Darkness (1x)
10000	Erupting Geyser	An extractor that extracts Fire (2x), Water (3x), Wind (3x), and Earth (2x)
20000	Friendship Potion	An item that boosts your affinity with a character by 500 points. Useful for when you want to get a certain Skill Tome early.
5000	Iolite Ore	A material that has no particular use but can be sold for 20000 gald. Converting all of your chips into these and these into gald is an efficient way to pay your debt.

Tactics for Earning Titles

When you meet certain conditions, you'll earn titles that increase the amount of Grade you get for your second playthrough. Many titles require you to take some action a certain number of times. If you have these conditions in mind as you play the game, it will be easier to get them. One to watch out for is "Complete the Game Without Using Your Transformation More than 50 Times". This title begins keeping track at the end of Chapter 13, so you can transform as much as you want before then. In fact, you should use it very aggressively before then, so you can earn the titles that require you to use it frequently - those exist too.

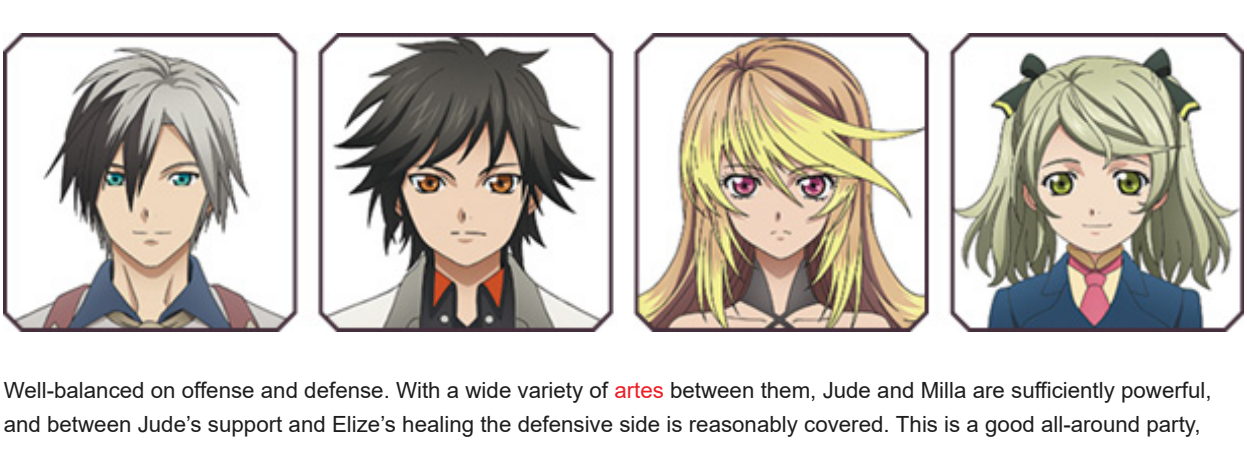
How to Optimize Your Titles

Technique	Explanation
Battle Monsters	Fight monsters frequently. Take special care to battle any previously unseen monsters before they can run away.
View Skits Immediately	View skits as soon as the prompt appears. You won't get credit towards these titles for viewing them from the menu.
Pick Up Items	Collect items from the map as you proceed.
Trigger Food Effects	Buy lots of food so you can always have a food item active.
Pursue Quests	Complete lots of quests to earn merit points. Make sure to battle those Elite Monsters.
Dispatch Cats	Use Kitty Dispatch to have your cats seek items from everywhere.
Link	Always be linked in combat, and have your AI partners link too. Change partners frequently to put their combat abilities to good use.
Raise Affinity	Complete everyone's character episodes.
Use Restraint on Transformations	After the end of Chapter 13, save your transformations for bosses and Elite Monsters only.
Go for Big Combos	Chain together combos with large numbers of hits by linking artes of various different types. Use shortcuts to make this easier.
Use Weakness-Exploiting Combos	Use Weapon Swap and a variety of artes to attack enemy weaknesses with Ludger. Aim for the nine-action combo.
Use Linked Artes Chains	Chain your Linked Artes during Over Limit, and aim for the longest chains possible.
Use Special Abilities	Frequently change the character you control as you fight.
Block	Block frequently with the Power Charge skills for maximum effect.

Changing Party Members

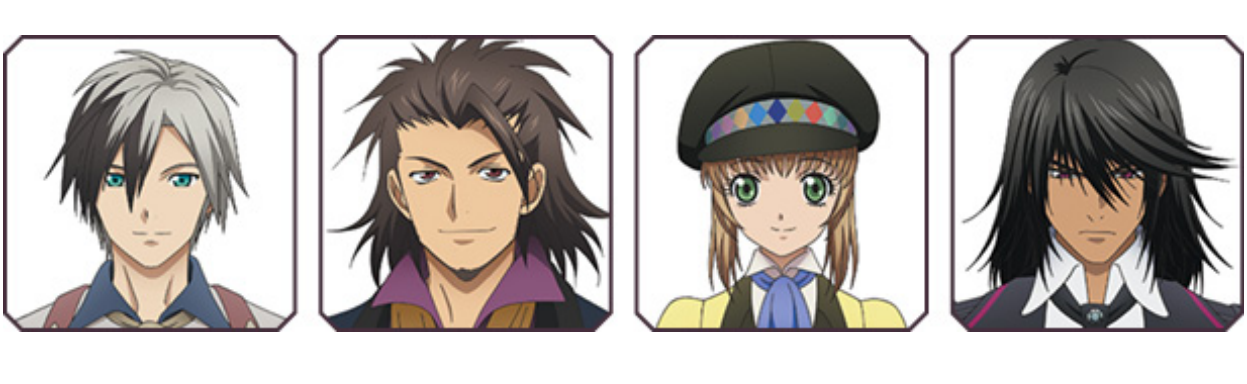
During intervals, you're free to change the three companions who battle alongside Ludger. You have eight possible choices, which is plenty to create advantageous combinations of abilities or shore up potential weaknesses. Basically, each party has a short-range fighter, a healer, and a support player. You can choose among these parties for when you want to prioritize offense versus survivability.

Balanced Party



Well-balanced on offense and defense. With a wide variety of artes between them, Jude and Milla are sufficiently powerful, and between Jude's support and Elize's healing the defensive side is reasonably covered. This is a good all-around party, proficient in physical attacks, magical attacks, and healing.

Physical Attack Party

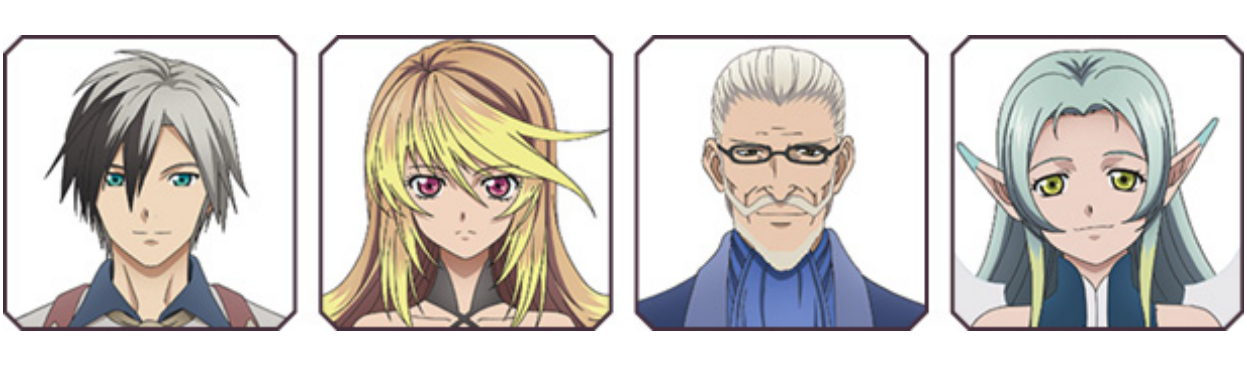


A team of the game's most powerful attackers. Between Alvin and Gaius you'll be able to shatter both regular blocks and Iron Guards. This party has Leia to provide healing, but you can swap her out for Jude for even greater physical offense.

Survivor Party

A party designed to weather enemy attacks. Elize is on full-time healing duty, Leia can provide healing as well as support, and by linking with Muzét you can use Support Warp for improved evasion. This party is designed to back up Ludger as he fights with his dual pistols from afar.

Magical Attack Party



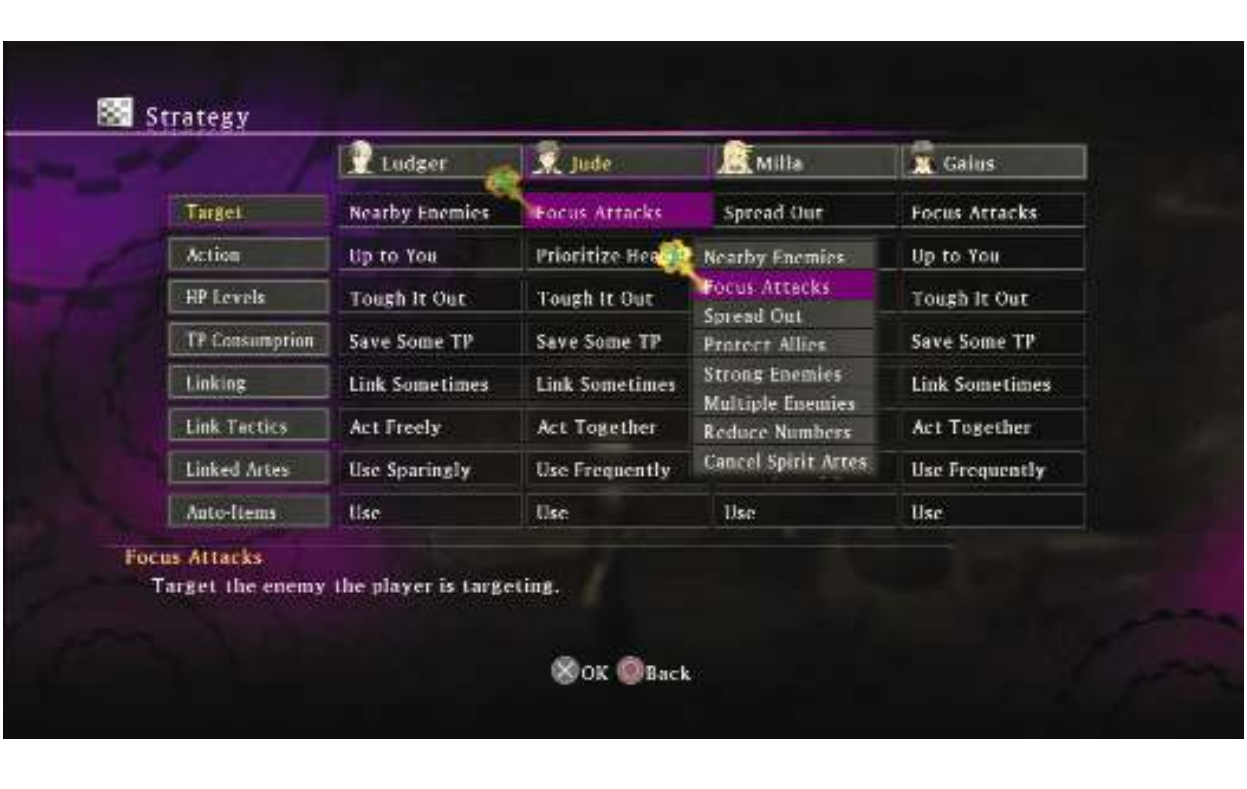
A party focused on powerful magic. It has access to wide-area spells in a variety of elemental types, making it useful for large parties of foes. Ludger can turn to both Rowen and Muzét for defensive support while striking at foes from afar.

Best Meals for Boss Fights

Eat foods that boost your Attack and Defense before fighting bosses. Before you reach the boss, use foods that restore HP and TP and fight lesser foes so you can face the boss at full health while saving all your recovery items for the fight itself. During normal exploration, stay full with other foods like those that boost EXP—titles are awarded for eating regularly.

Food	Effect	Description
Fruit n' Cheese, Croquette Parfait	Post-Battle HP & TP Recovery	Eat these when you're running low on HP while exploring, especially when there's a boss ahead.
Soba Omelette, Takoyaki Ramen	P.ATK & A.ATK Up	Eat these before bosses; whether you want to focus on offense or defense depends on your party makeup. If you die, retry and try a different meal.
Yakisoba Noodles, Veggie Sticks, Seaweed Salad	P.DEF & A.DEF Up	Eat these before bosses; whether you want to focus on offense or defense depends on your party makeup. If you die, retry and try a different meal.
Fruit Yakisoba	P.ATK, A.ATK, P.DEF, & A.DEF Up	Eat these before bosses; whether you want to focus on offense or defense depends on your party make up. If you die, retry and try a different meal.
Beef Bowl, Spicy Chicken Roll	EXP Up	Use these when you see a Bacura. If you're confident you can beat a boss, you can eat these instead.
Minestrone, Tomato a la Mode	Elemental Ore Up	Use these when you see a Bacura. If you're confident you can beat a boss, you can eat these instead.
Tofu Miso Soup, Seafood Stew	Gald Up	Eat these when you encounter a Gald Freak.

AI Settings for Allies



You can use the Strategy menu to set general guidelines for how your allies behave. This allows you to designate them into specific roles, like healer or link partner.

You can also set them to not use artes when they're using too many. You may also want to set them to not use artes of certain damage types and artes with knockback effects for the sake of your weakness-exploiting combos. If there's an arte you want them to use frequently, set a shortcut so you can order them to use it whenever you like. This is particularly useful for wide-area attacks, healing spells, and artes that you want them to use during your combos.

Example AI Configuration

This strategy is designed for Ludger to link with Leia, while Jude provides combat support and Elize focuses on healing. Leia has been set not to use TP so that Ludger can use her TP through TP Sharing. Jude has been set not to link so that Elize will link with him and he'll have access to HP/TP recovery through Teepo Drain as he fights aggressively. (When AI partners link, the one who initiates the link becomes the support partner.) Everyone has been set to not use Linked Artes so Ludger can use them himself. Since Leia has skills that affect item use, she was assigned to be the priority item user in the party.

Tactics	Jude	Elize	Leia
Target	Spread Out	Protect Allies	Focus Attacks
Action	Mainly Artes	Prioritize Healing	Up to You
HP Levels	Do What You Can	Be Careful	Tough it Out
TP Consumption	Give it Your All	Save Some TP	Store TP
Linking	Do Not Link	Link Often	Link Often
Link Tactics	Act Freely	Act Freely	Act Together
Link Artes	Do Not Use	Do Not Use	Do Not Use
Auto-Items	Use	Use	Prioritize Use

Stealing Items from Bosses

2023 DAMAGE!
7 HITS!
2390
170
2347
273
2204
253
1150
233

Leia's Item Steal support ability allows her to steal precious items from a small handful of bosses. The odds of successfully stealing these items are 5%, so make sure to learn and set her Steal Plus skill, which boosts the odds by 30%. Note that all of these items can be made as Custom Orders, so if you don't manage to steal them, it doesn't mean you won't ever be able to get them.

Items to Steal from Bosses

Name	Occurrence	Items	Details
Chronos	Chapter 7, Dimensional Breach (Fractured)	Hourglass	When used during battles, temporarily freezes all enemy movement. It's also used as a Custom Order material.
Wingul (Catalyst)	Chapter 8/9, Kanbalar (Fractured)	Prototype Booster	This is needed for a quest, and is also used as a Custom Order material. You can get these via Kitty Dispatch too.
Odin (Catalyst)	Chapter 10, Epsilla Ruins (Fractured)	All-Divide	When used in combat, reduces all damage by 50%. It's also used as a Custom Order material.
Chronos (2)	Chapter 16, Land of Canaan	Working Gear	Used as a Custom Order material. You can also get these via Kitty Dispatch.
Maxwell (Fractured)	Milla Episode 6, Temporal Crossroads (Fractured)	Elemental Cape	An accessory that boosts resistance to all damage types by 15%. It's also used as a Custom Order material.
Agria (Fractured) (2)	Alvin Episode 4, Milla's Shrine	Magic Symbol	An accessory that boosts A.ATK by 10%. It's also used as a Custom Order material.
Nachtigal (Fractured)	Rowen Episode 3, Orda Palace (Fractured)	Strength Ring	An accessory that boosts STR by 15%. It's also used as a Custom Order material.
Pluto	Quest 26, Maiden's Job Report, Xailen Woods Temple	Laurel Crown	An accessory that prevents all magical ailment. You can also get one from a chest in the Illusionary Darkness, but it's so useful you'll want two.

Exploiting Power Charge

Recovery Ring
2845
150
3642
274
2676
198
5531
67

Bosses typically have high Iron Stance values, and even when you can land a combo against them, they may counterattack rapidly, making them difficult to defeat with normal combos. The best tactic is weakness-exploiting combos, which immediately shatter Iron Stances and can't be counterattacked.

A great way to trigger weakness-exploiting combos against foes is by using the three Power Charge skills. If you have all three active, guarding for 4.5 seconds will gain you the following benefits: +3 AC, 25% TP Cost Reduction, the ability to attack as if the attack was from a damage type the foe was weak to, and the ability to stagger your foe. Note that it doesn't need to be 4.5 consecutive seconds; you can guard, take an action other than attacking, and then continue where you left off.

Every character can learn the Power Charge skills from leveling up, so make sure to set them to whoever you're controlling.

Skills for Guarding

Skill	Effect	Note
Power Charge	Gain 1 AC when you guard for .75 seconds, and TP costs are reduced by 25% during your next combo.	Use this before artes with large TP costs. The +1 AC is a nice benefit as well.
Power Charge 2	Gain an additional 1 AC when you guard for 2 seconds, and your next attack counts as hitting an enemy weakness.	Very useful against bosses with no damage-type weaknesses. Good by itself, but more effective when combined with Power Charge 3.
Power Charge 3	Gain an additional 1 AC when you guard for 4.5 seconds, and your next non-arte attack is guaranteed to stagger your foe.	The stagger effect ignores Iron Stance and damage-type resistances completely. Combine this with Power Charge 2 for maximum effect. The 4.5 seconds is a long time to charge, so move around between guarding to stay out of danger.
Impregnable Guard	Your guard can't be broken.	A great combo with the Power Charge skills, although this skill is fairly difficult to acquire.
Magic Guard	Allows you to use a guard that reduces damage from magical attacks.	Many enemies use both physical and magical artes, so you should generally have this set, unless you're linking with Rowen.
All Guard	Magic Guard guards against both physical and magical attacks.	No longer having to switch between normal guard and Magic Guard will let you avoid the common mistake of using the wrong type.

Usage

Guard: You need to guard continuously to trigger Power Charge. Guard for roughly 1 second at a time.

Move: After every second spent guarding, use a quick-step, jump, or free run away—any action but an attack (that would reset your guard timer).

Guard Again: After repeating for another 3.5 seconds, Power Charge 3 triggers! If your guard is broken at this point, the effect won't be reset.

Fight in the Air When Transformed

Transformation is your chance to overpower your foes, and you want to avoid taking damage while transformed to maintain it for as long as possible. A great way to do so is to use the Kresnik 2 skill, which reduces the speed at which your chromatus gauge empties by half when fighting in mid-air. Continuously chaining Dark Projection into a mid-air Azure Edge will allow you to dish out damage while extending the length of your transformation. However, you have to be careful of counterattacks from Iron Stance foes. To finish with your mystic arte, watch for when your gauge is down to about 1/8 full, then knock down your foe with a combo or back-step away and use the easy-to-hit-with Grand Cleaver.

Best Transformation Timing

Situation	Description
When Taking Damage:	When you're in the midst of an enemy combo and nearing a KO, you can turn the tables by transforming.
During Weakness-Exploiting Combo:	If you transform during a weakness-exploiting combo and immediately attack, you can maintain the damage modifier from your combo. If you have the Kresnik skill set, doing this will also increase your transformation time.
After Enemy Enters Over Limit:	If you transform during the enemy's Over Limit, you can run down the clock by spamming w + u in mid-air. Resume normal attacks when Over Limit ends.

Exploiting Enemy Weaknesses

Falling Thunder
4852 DAMAGE!
9 POWER HITS!
4130
210
3526
263
5132
229
4327
91

To maximize your weakness-exploiting combos, you have to rapidly use a series of artes of different damage types. We recommend having Ludger do this, using his Weapon Swap ability to gain access to the following easy-to-chain artes of every elemental damage type. It's important to avoid knocking your foes away so you can keep the combo going.

Ludger's Easy Artes for Combos

Arte	Type	Description
Azure Edge	Wind	A very short-range attack, but it comes out quickly.
Tiger Blade	Slash	This attack is useful for knocking a foe who's slightly above the ground back to earth.
Swift Strike	Slash	Attack includes a forward movement, making it ideal for closing the gap to your foe.
Falling Thunder	Light	This attack is slow, but it props knocked down foes back up so you can continue the combo.
Hunting Phoenix	Darkness	A quick attack with a slight forward step makes this easy to use in combos.
Crushing Blow	Strike	Fairly slow to execute, but its quick recovery time makes it ideal for lifting up fallen foes.
Magical Destruction	Light	A great combo piece because of its quick execution and wide range.
Freezing Eruption	Water/Earth	A quick arte with a long range. But if it fails to petrify, it can be hard to keep the combo going afterwards.
Rapid Burst	Fire/Wind	A quick arte with long range and multiple elements. But beware of its slightly long execution time.
Arc Fire	Water	Short in range by dual pistols arte standards, but quick to execute and with minimal recovery time.

Farming for Gold and EXP

Bow Hammer
236
1929
152
2321
183
1374
161
1877
145

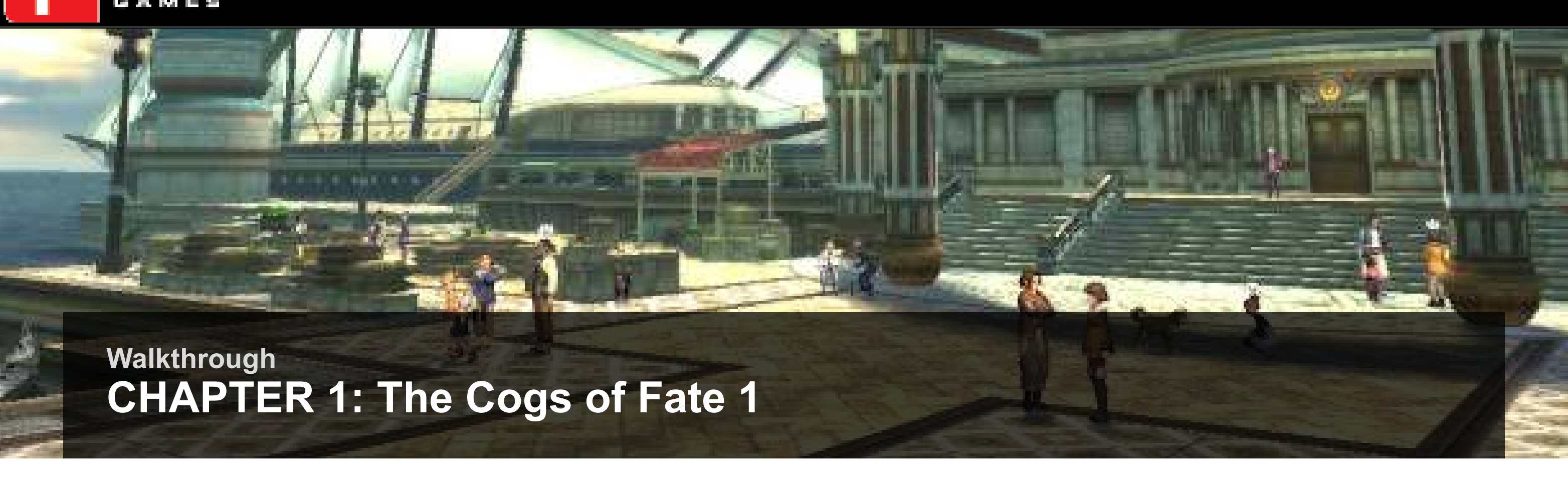
The rare monster Bacura is rich in EXP and Element Ore, while the Gald Freak provides large amount of gald, so if you spot these foes, you'll definitely want to beat them. Each foe only appears in certain preset areas, and may only appear in certain parts of that area. For example, in the Sillea Tundra the Gold Bacura appears in the south, while the Gald Freak appears in the north. Whenever you enter one of these areas, there's a chance the foe may appear, so if you're eager to fight one, you can enter and leave an area repeatedly.

Note

Rare monsters typically only appear about 5% of the time, but a Shadow Bacura will always appear in the desert area of the Illusionary Darkness.

LOCATIONS Rare Foes Appear (Both Dimensions)

Enemy Name	Location
Bacura	Alest Highroad, Torbalan Highroad, Aladhi Trail, Galia Trail, Kijara Seafalls, Nia Khera Spiritway, Nia Khera Hallowmont
Bronze Bacura	Xagut Floodmeadow, Sapstrath Highroad, Sapstrath Deepwood, Culmar Trail, Bermia Gorge, Talys Highroad
Silver Bacura	Fezebel Marsh (Northeast Region, Northwest Region), Rusalle Highroad, Tatalian Abyss (1F, B1F, B2F), Royal Hunting Grounds, Lakutam Highroad, Mon Highlands, Nala Lava Tubes, Kukhar Ice Caverns, Voltea Woods
Gold Bacura	Fezebel Marsh (South Region, Central Region, West Region), Tatalian Abyss (B3F), Labari Hollow, Xailen Woods, Sillea Tundra (South Region), Tulea Tundra (South Region), Old Vicalle Mine (South Region), Felgana Mine (Shaft 1, Shaft 4), Catamar Heights (West Region, Northeast Region), Barnauer Highroad (Southeast Region, Central Region, Northwest Region), Arklund Quag (Southeast Region, Northwest Region), Land of Canaan



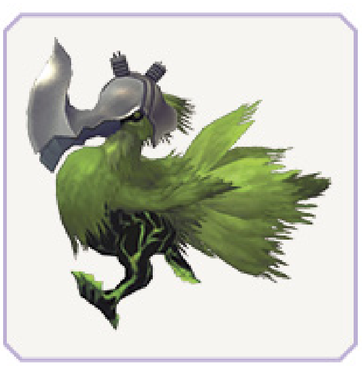
Dungeon

Agent Training Area

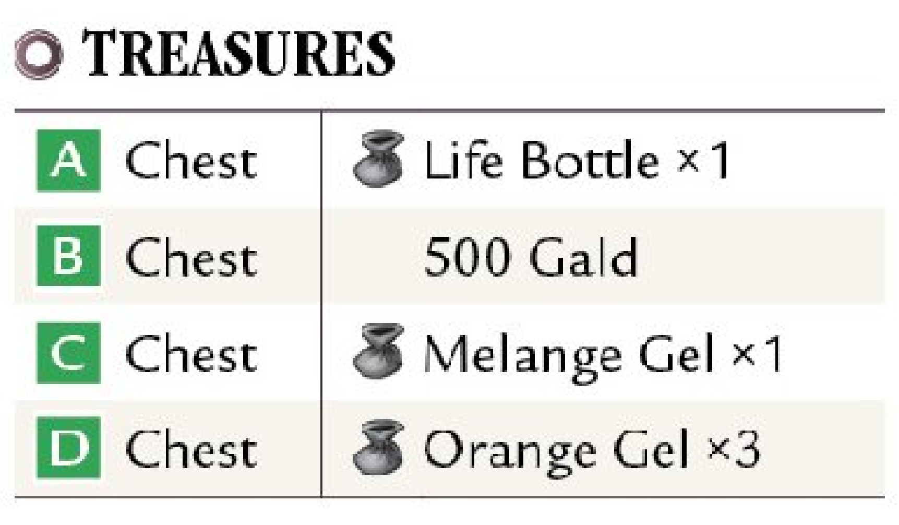
Required Teammates	Ludger
Inn Price	—
Elemental ore	—
Enemies Level	1
Cats	—

Enemies

Spirius Axe Beak



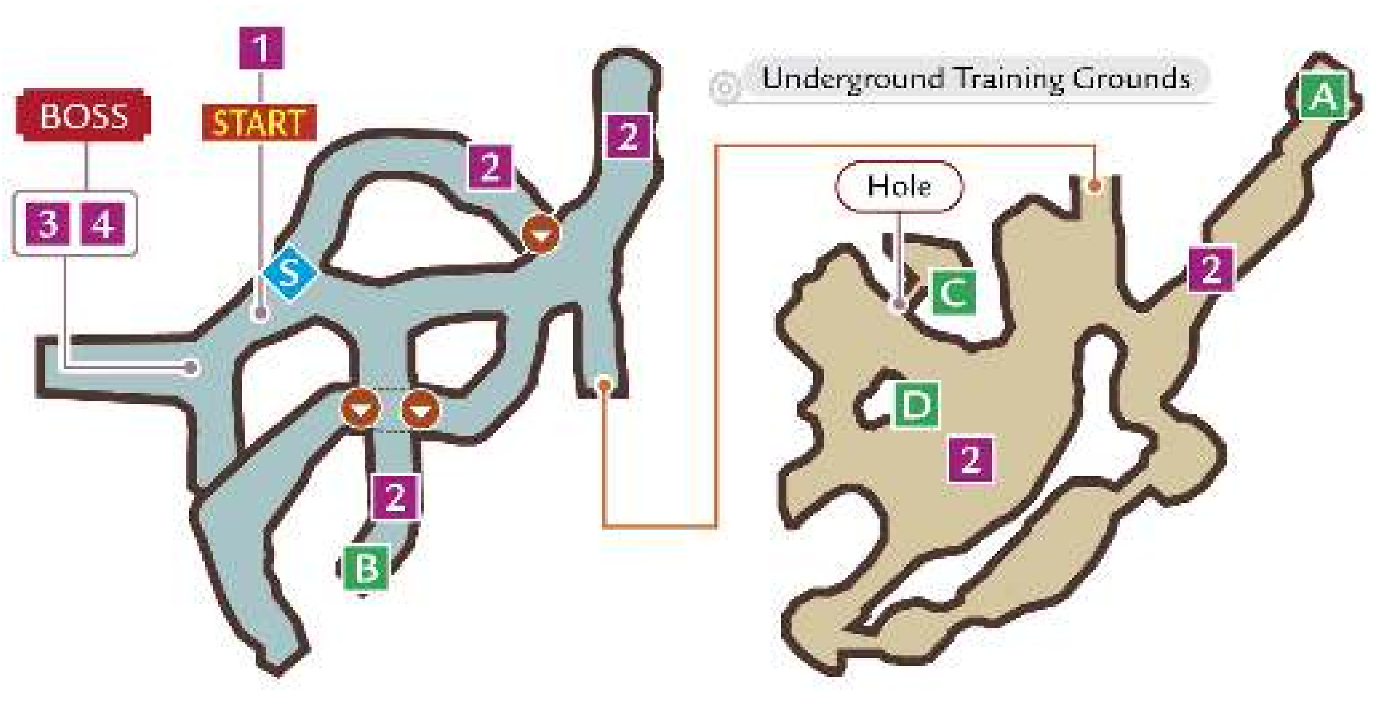
Type—Power	
HP	826
Weak	—
Strong	—



TREASURES

A	Chest	Life Bottle ×1
B	Chest	500 Gald
C	Chest	Melange Gel ×1
D	Chest	Orange Gel ×3

Agent Training Facility



Spirius Corporation Exam

But just between us, if things go bad, I've got your back. You're my brother.

1 Ludger wakes up in a panic from a pretty dark nightmare. The dream manifested from the stress of taking the entrance exam that was given by his brother Julius. The task is pretty simple: slay five monsters lurking in the underground training area and return before time runs out.

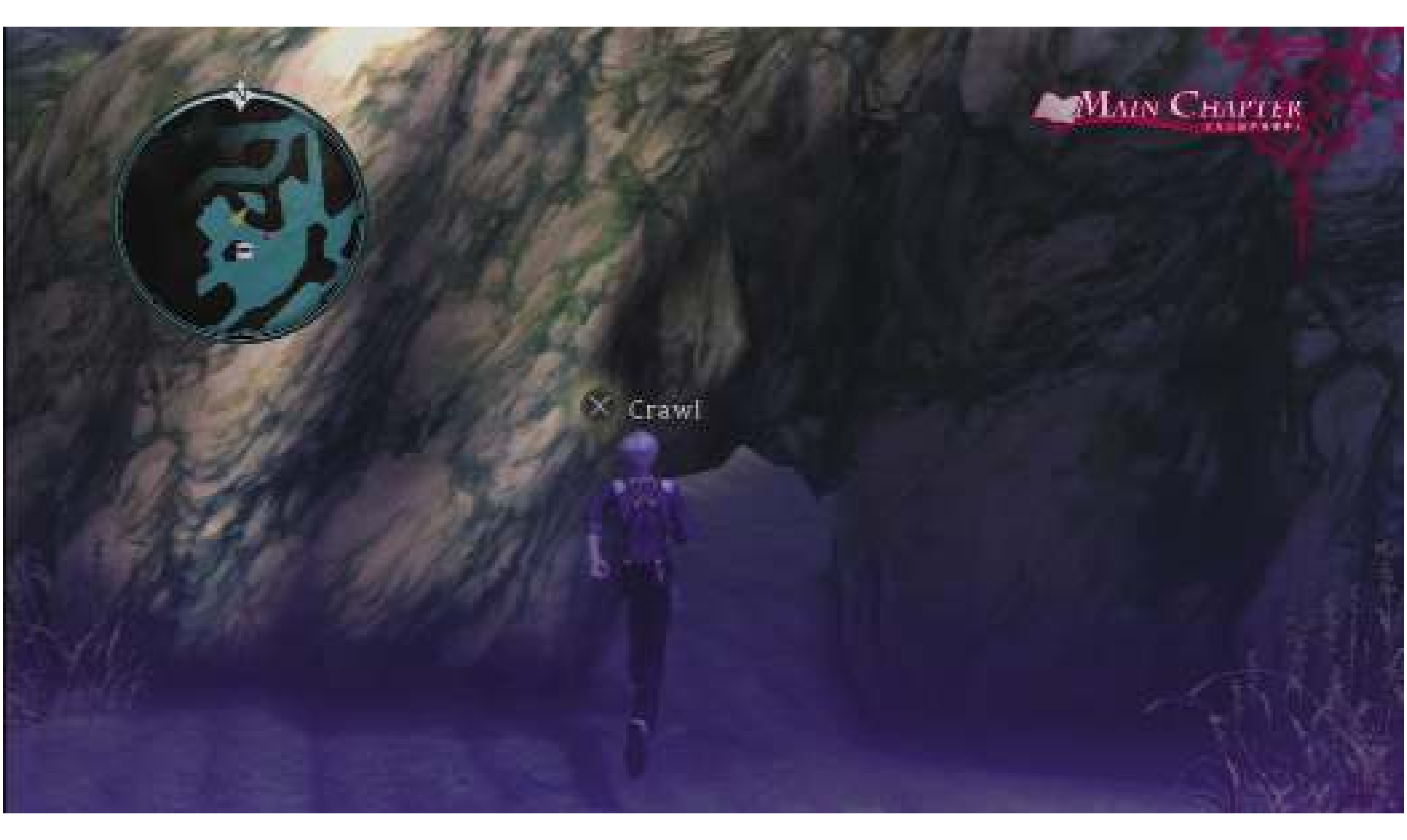
Did you know this is the entrance examination?

L1: **Yes, Julius, I know.**	R1: **I know Brother.**

Something bugging you?

L1: **Julius, I had a dream last night that you killed me.**	R1: **It's nothing.**

2 Go through the initial combat tutorial and use the nearby Memory Ring (save point) to save the game. After your first fight is a good time to go through the game's menus, especially the Library and the Battle Book.



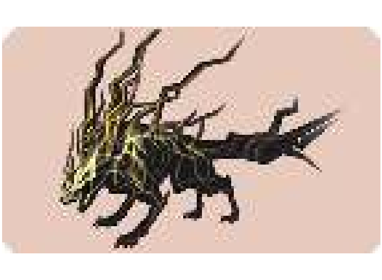
3 There is only one kind of monster to deal with during the test and it shouldn't be much of a challenge. Still, to avoid taking unnecessary damage, practice using free run to circle around the foe and attack from the back or side. Defeating five foes is not meant to be overly challenging, but make sure to collect all the treasures before wiping the enemies out and returning to your brother. On your treasure hunt, get used to navigating the map by jumping down from ledges and crawling into small enclosures. When your task is complete, return to the entrance and report back to Julius.

What'll you do?

L1: **Julius, help her!** (Skip Boss)	R1: **Save the woman.** (Boss Battle)

No matter what you choose, and even if you defeat the beast, the outcome is still the same—you fail the test.

Boss ???



Level	1
Iron Stance	20
HP	7800
Weak	—
Strong	—

Drop	Treat (100%) / Specific (100%)
Steal	—

Azure Edge
690 DAMAGE!!
8 HITS
219
4

4 Don't try to fight this boss head-on or you won't stand a chance. Its Thunder Breath is a dangerous frontal attack that should give you a chance to swing around the beast and attack from the back.

83 DAMAGE
1 HITS
83
172
0
5

However, don't be too eager to run in and attack from behind. This foe has a tail-slashing attack and a mule-like kick that will punish people too eager for a back attack. Also, don't try to extend your combos for too long or the boss will retaliate. Use a hit-and-run approach each time the boss strikes and fails to connect.

Brother Bonding

Ludger was fated to fail the exam, but as a consolation he got a job at the cafeteria. Make some breakfast and use this time to bond with Julius and Rollo before heading out to the train station.

Listen to your brother's pep talk?

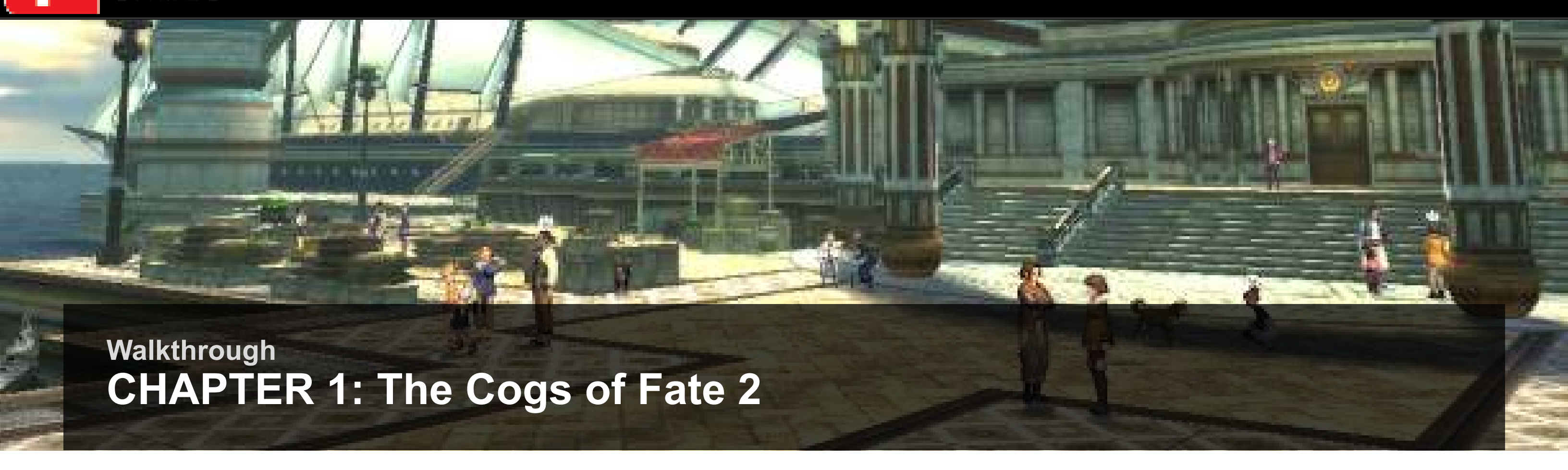
L1: **I'd appreciate that, Julius.** (Julius affinity +500)	R1: **I'll pass.**

What's the special?

L1: **Tomato omelettes.** (Julius affinity +500)	R1: **Mabo Curry.**

Accept a gift to celebrate your new job?

L1: **I wouldn't mind that pocket watch of yours, Julius.**	R1: **I don't really need anything.**



Walkthrough

CHAPTER 1: The Cogs of Fate 2

Town

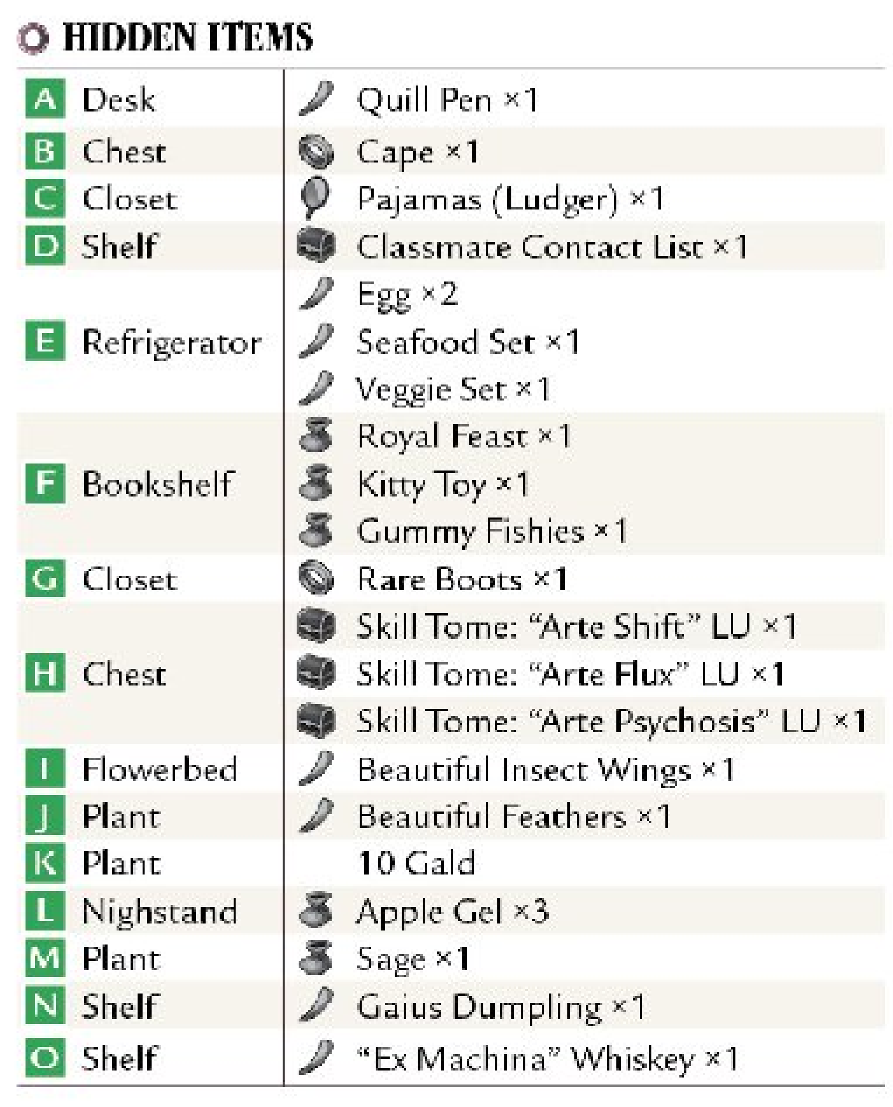
Trigleph

Required Teammates	Ludger
Inn Price	300 gald
Elemental ore	—
Enemies Level	—
Cats	—

Skits

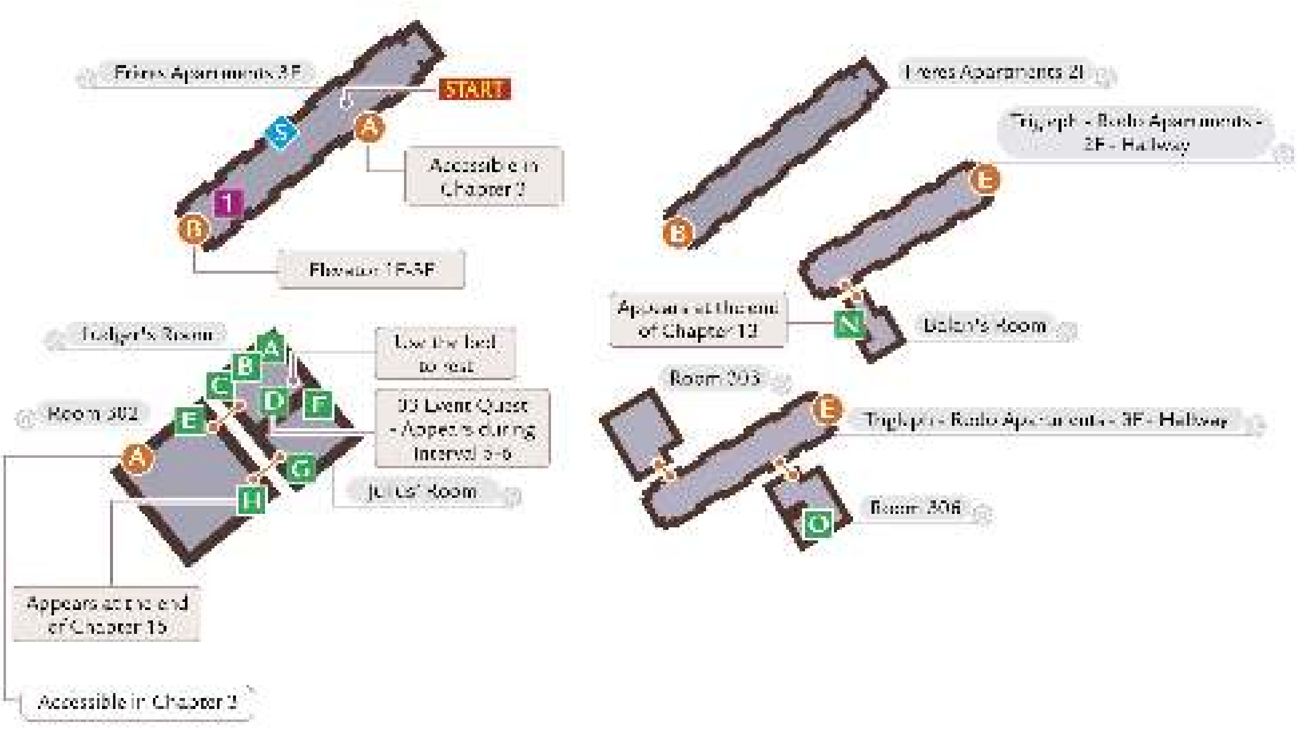
Start Time	Type	Name	Location	Condition	Choices	Required Members
Trigleph 3	Main	The Boy Aims for the Station	Trigleph	—	L1: Jude+250 R1: None	Ludger Jude

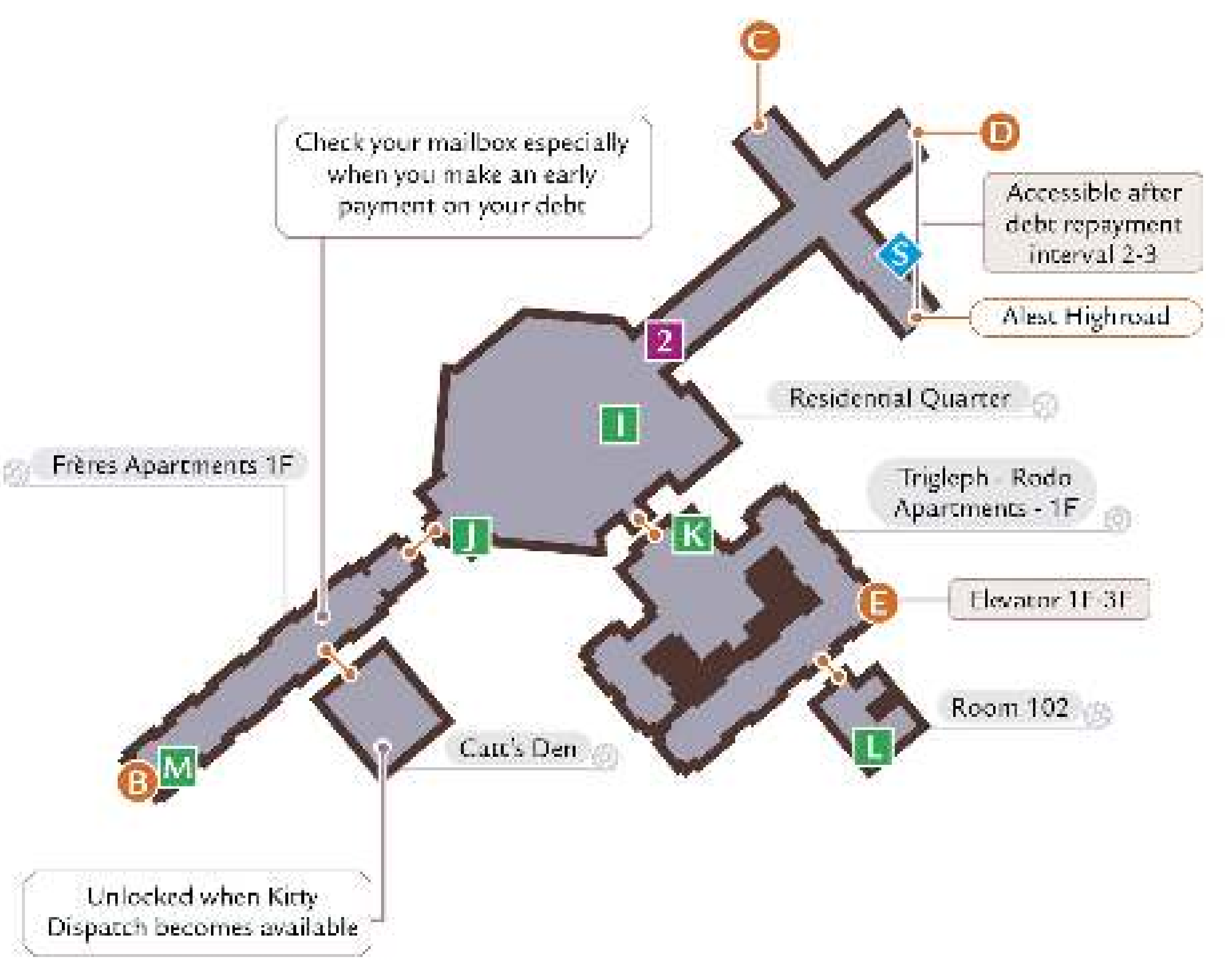
Trigleph

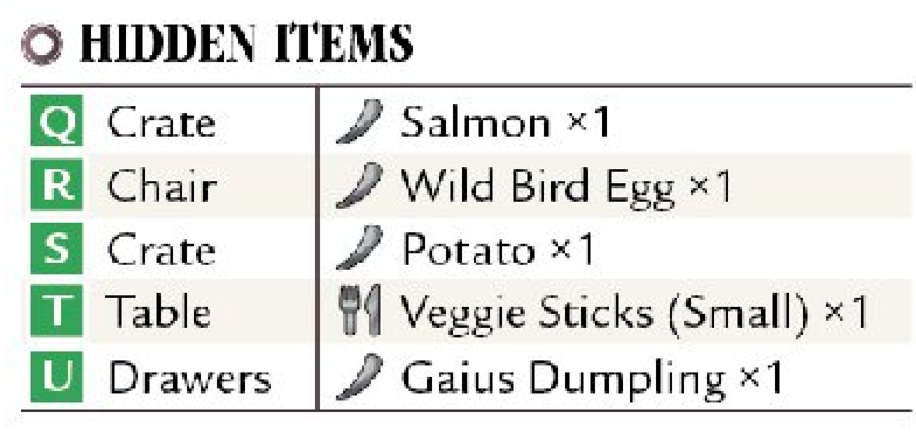


HIDDEN ITEMS

A Desk	Quill Pen ×1
B Chest	Cape ×1
C Closet	Pajamas (Ludger) ×1
D Shelf	Classmate Contact List ×1
E Refrigerator	Egg ×2 Seafood Set ×1 Veggie Set ×1
F Bookshelf	Royal Feast ×1 Kitty Toy ×1 Gummy Fishies ×1
G Closet	Rare Boots ×1
H Chest	Skill Tome: "Arte Shift" LU ×1 Skill Tome: "Arte Flux" LU ×1 Skill Tome: "Arte Psychosis" LU ×1
I Flowerbed	Beautiful Insect Wings ×1
J Plant	Beautiful Feathers ×1
K Plant	10 Gald
L Nighstand	Apple Gel ×3
M Plant	Sage ×1
N Shelf	Gaius Dumpling ×1
O Shelf	"Ex Machina" Whiskey ×1

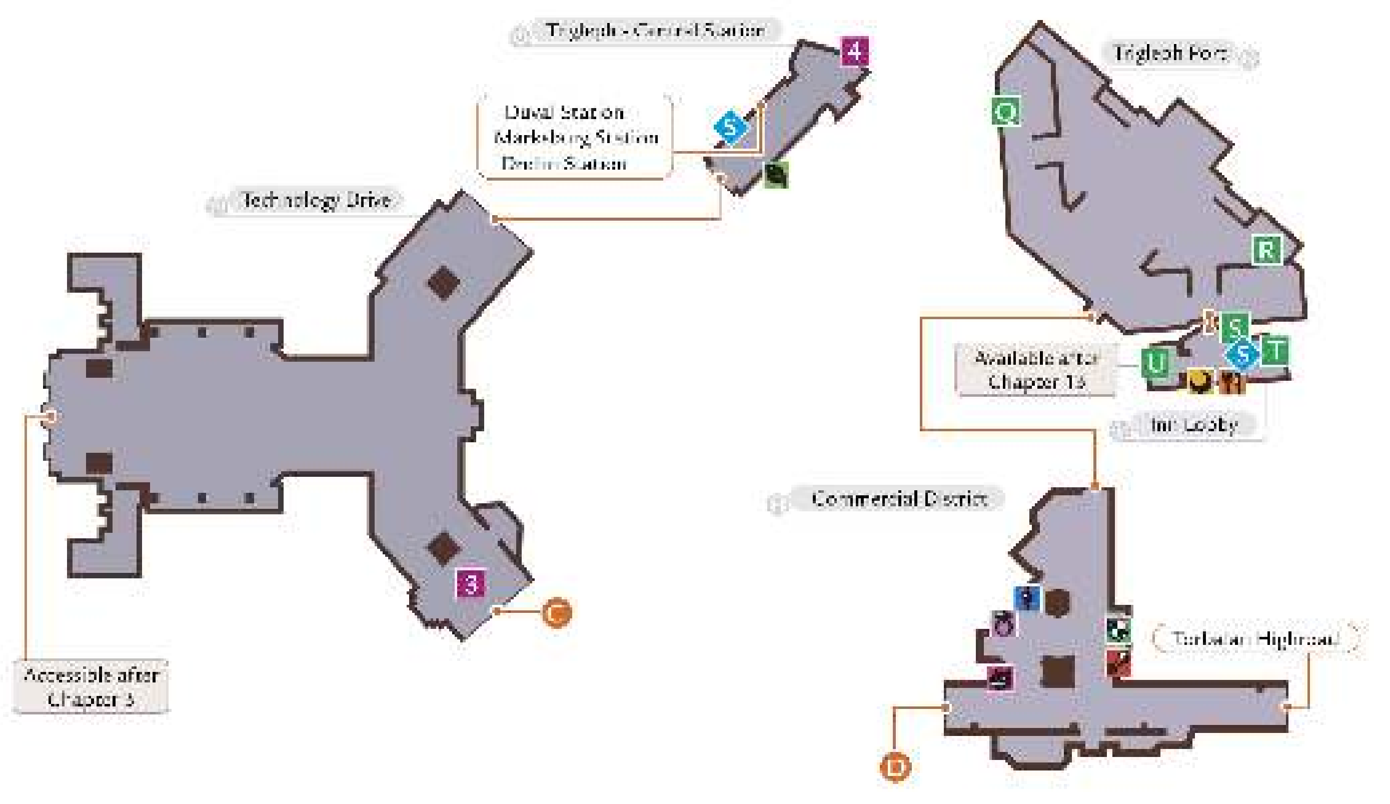

Frères Apartments 3F
START
S
A
Accessible in Chapter 3
1
B
Elevator 1F-3F
Ludger's Room
A
B
C
D
E
F
G
H
Use the bed to rest
03 Event Quest - Appears during Interval 5-6
Room 302
Julius' Room
Appears at the end of Chapter 15
Accessible in Chapter 3
Frères Apartments 2F
B
Trigleph - Rodo Apartments - 2F - Hallway
E
Appears at the end of Chapter 13
N
Balan's Room
Room 203
E
Trigleph - Rodo Apartments - 3F - Hallway
Room 306
O


C
D
Check your mailbox especially when you make an early payment on your debt
Accessible after debt repayment interval 2-3
S
Alest Highroad
2
I
Residential Quarter
Frères Apartments 1F
J
K
Trigleph - Rodo Apartments - 1F
E
Elevator 1F-3F
Room 102
L
B
M
Catt's Den
Unlocked when Kitty Dispatch becomes available



HIDDEN ITEMS

Q Crate	Salmon ×1
R Chair	Wild Bird Egg ×1
S Crate	Potato ×1
T Table	Veggie Sticks (Small) ×1
U Drawers	Gaius Dumpling ×1


Trigleph - Central Station
4
Duval Station
Marksburg Station
Drellin Station
S
Technology Drive
3
C
Accessible after Chapter 5
Trigleph Port
Q
R
S
T
U
Available after Chapter 15
Inn Lobby
Commercial District
Torbalan Highroad
D

Go to Work

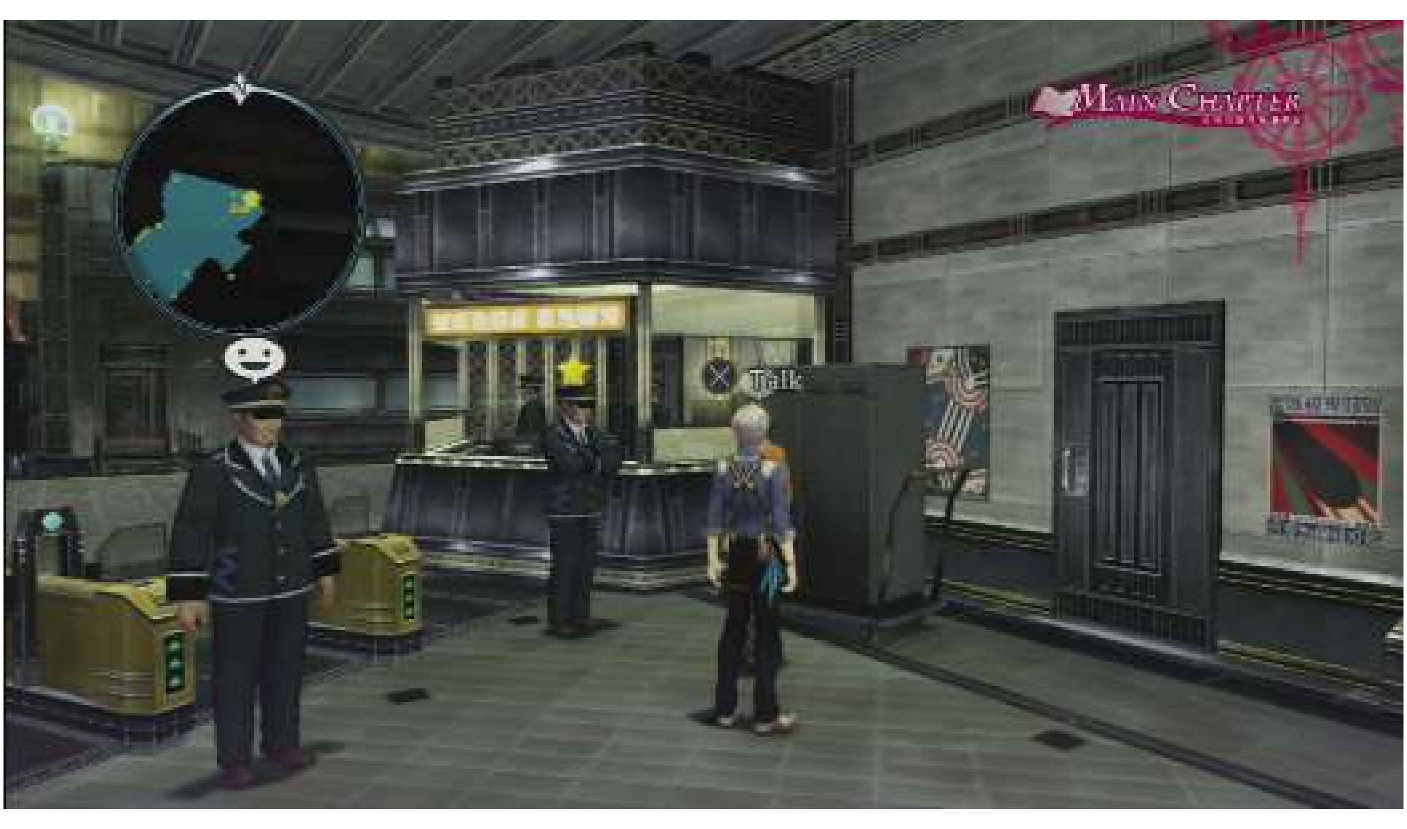
1 Check out the apartment if you wish, but many of the rooms are locked until later in the game. Go down to the first floor and step out to the streets of Trigleph where you meet Jude.

2 3 Jude is also going to the train station, but for a different reason. Make your dialogue choices wisely to boost your affinity with Jude early.

I don't even know which train is in the ceremony.

L1: **Want me to show you? I'm headed to the station.** (Jude affinity +200).

R1: **Just head to the station. You'll figure out which train is the right one.**


Talk
Main Chapter

4 After a series of conversations with Jude, go north to Trigleph Central Station and speak to the train station attendant. Key people like the attendant will have a yellow star above their heads, making them very easy to locate. Also, the same star will appear in the map view to help guide you to these key people. Chaos breaks loose at the station's gate, but you need to get on that train to find your beloved pet, Rollo.

What are you doing?

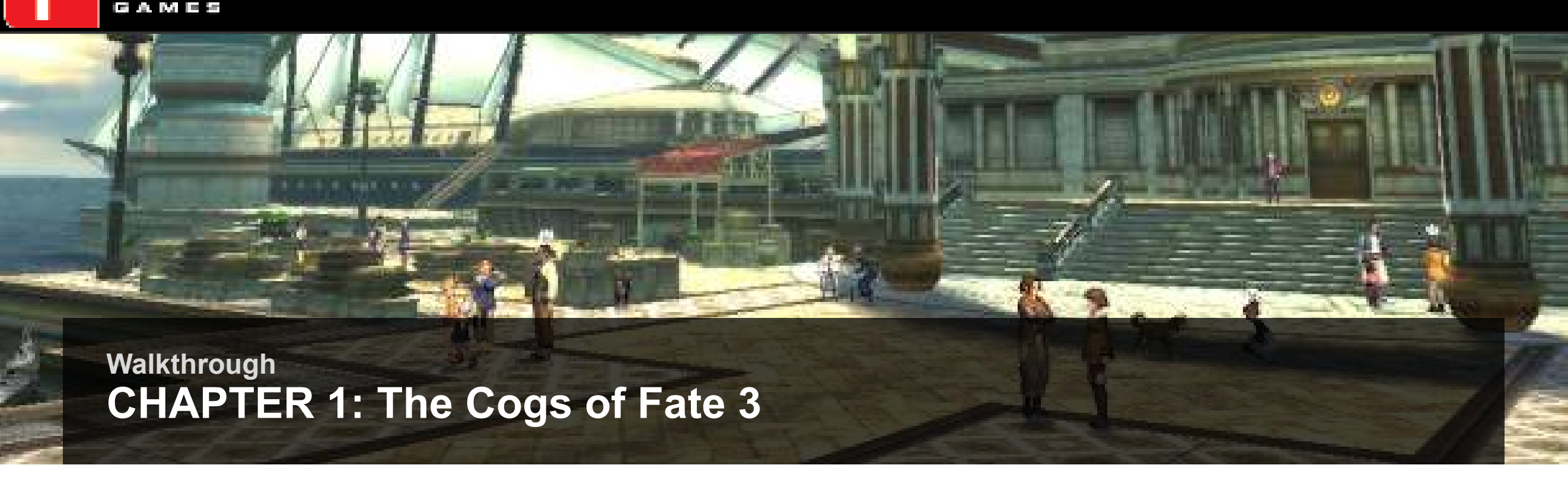
L1: **Resist.**

R1: **You don't understand! The girl lied to you!**

What'll you do? (timed)

L1: **Board the train.**

R1: **Flee the scene.** (Elle affinity +100)



Walkthrough

CHAPTER 1: The Cogs of Fate 3

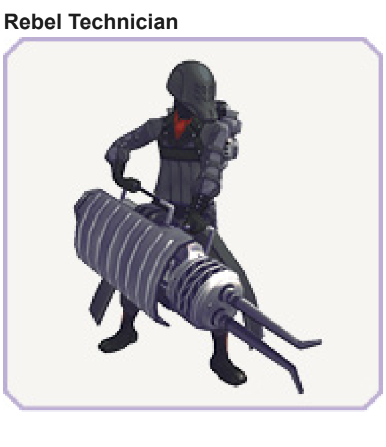
Dungeon

Stribog Line

Required Teammates	Ludger
Inn Price	—
Elemental ore	—
Enemies Level	1–4
Cats	—

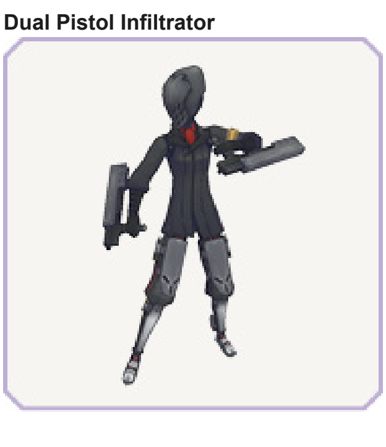
Enemies

Rebel Technician



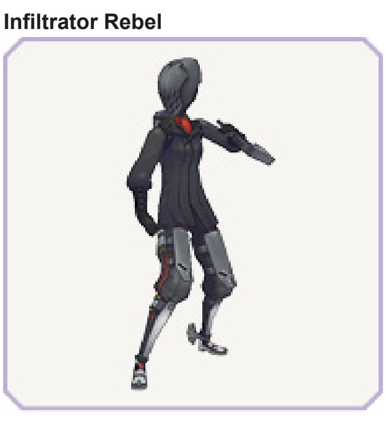
Type	
HP	780/870/960/1050*
Weak	—
Strong	—

Dual Pistol Infiltrator



Type	
HP	780/870/960/1050*
Weak	—
Strong	—

Infiltrator Rebel



Type	
HP	780/870/960/1050*
Weak	—
Strong	—

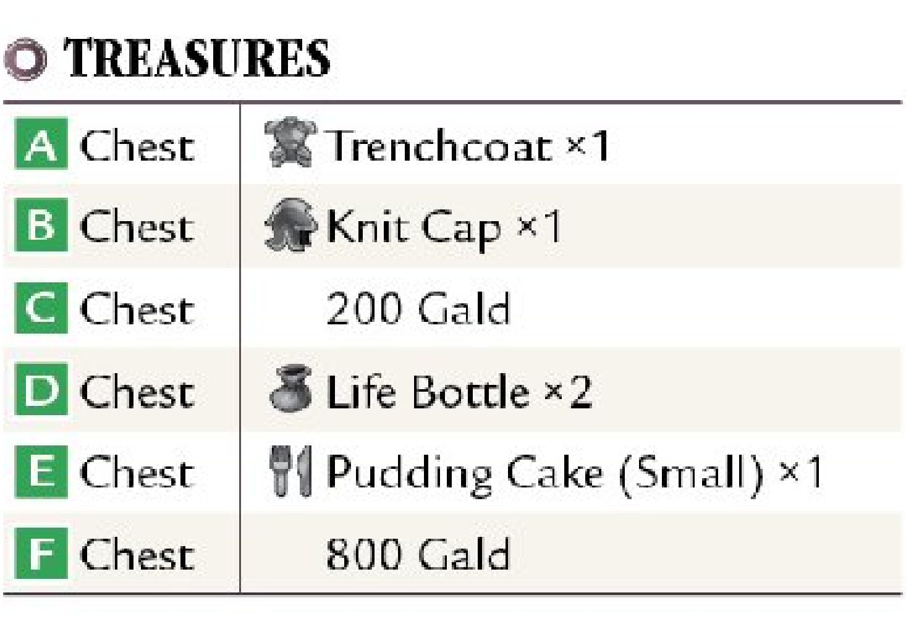
Note

*= HP varies with level

Skits

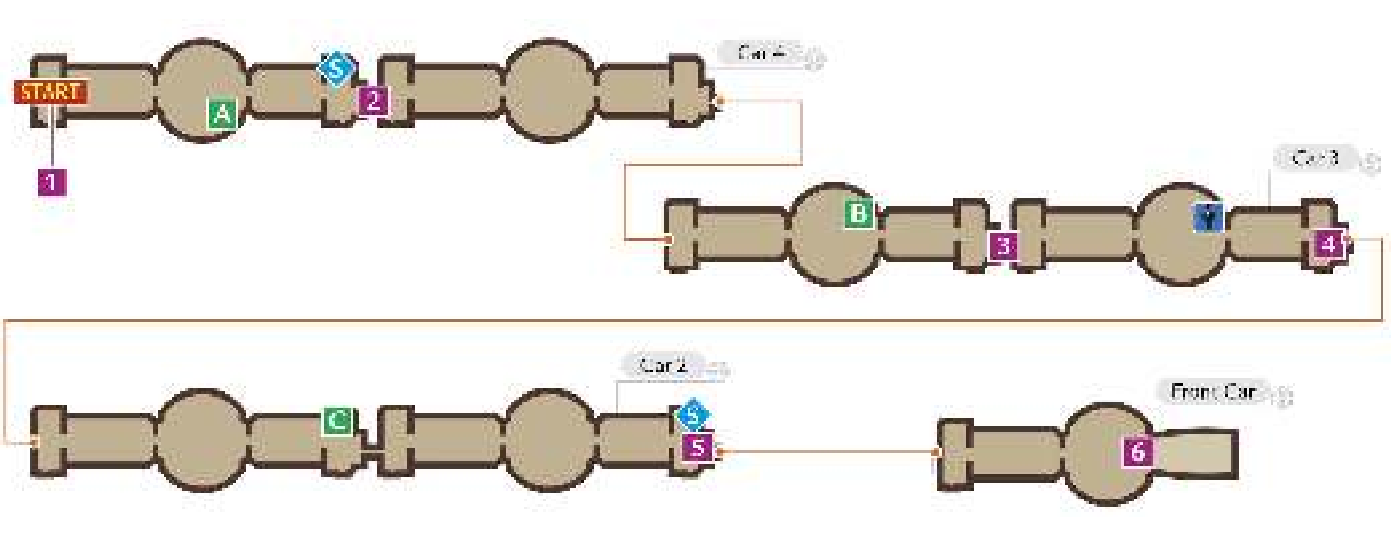
Start Time	Type	Name	Location	Condition	Choices	Required Members
Stribog Line-Stribog Line (Fractured Dimension) 4	Main	Who's That Girl?	Stribog Line	Go to Car 2	L1: None R1: None	Ludger Jude
Stribog Line-Stribog Line (Fractured Dimension) 7	Main	Why is Elle Alone?	Stribog Line (Fractured Dimension)	Go to Car 3	L1: None R1: Elle+250	Ludger Jude Elle
Stribog Line-Stribog Line (Fractured Dimension) 7	Main	The Mysterious Figure	Stribog Line (Fractured Dimension)	Go to Car 3	—	Ludger Jude Elle

Stribog Line

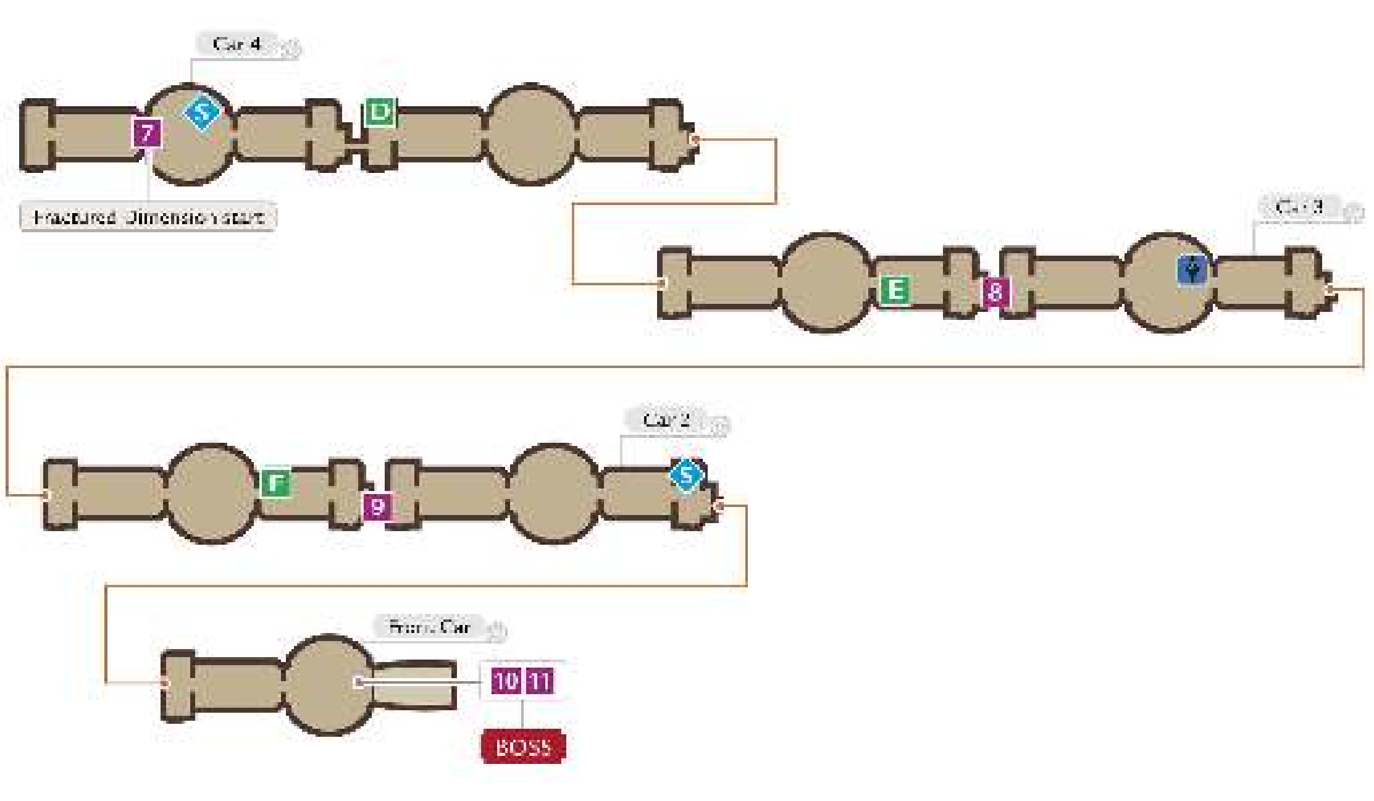


TREASURES

A Chest	Trenchcoat ×1
B Chest	Knit Cap ×1
C Chest	200 Gald
D Chest	Life Bottle ×2
E Chest	Pudding Cake (Small) ×1
F Chest	800 Gald



Stribog Line Fractured



Stop the Train

1 Whoever caused all the commotion at the station is aboard the train and attacks immediately. The battle only has one enemy and is a walk in the park.

What'll you do? (timed)

L1: **Fight back.** (Elle affinity +100)

R1: **Surrender.**

My name is Bisley Bakur. I'm CEO of the Spirius Corporation.

Your new buddy Jude is aboard the train as well as the CEO of Spirius Corporation (the company whose entrance exam you failed to pass). This is your chance to greatly boost your affinity with the big boss if you play nice.

What'll you do?

L1: **Shake hands and introduce yourself.** (Bisley affinity +400)

R1: **Refuse the handshake and remain silent.**

What'll you say?

L1: **I'll stop the train!** (Elle affinity +100)

R1: **If I stop the train will you hire me?** (Bisley affinity +400)

172
173 DAMAGE!
2 HITS!
444
98
430
89

2 3 4 5 Jude joins your party. You need his assistance to stop the train you're riding, which has been sabotaged by a terrorist group named Exodus. There are several items to search for on the locomotive, and this is your only chance to collect them. The Trenchcoat and Life Bottle will provide life-saving armor and a potion to revive a fallen friend.

Make your way through the train while passing several spots where infiltrators will launch an ambush. Use the free run ability to surround enemies and make sure Jude is linked with you and set to "Act Together". Jude will not only protect you from getting hit from behind, he will also handle all of the healing.

6 When you finally reach the front car, go up the stairs to find Julius. Your brother took care of most of the Exodus extremists, but one enemy gets through. You must decide who you want to protect.

What're you doing here?

L1: **I'd ask you the same thing, Julius!**

R1: **What did I just see?**

Look Out! (timed)

L1: **Protect the girl.** (Elle affinity +250)

R1: **Protect the CEO.** (Bisley affinity +400)

7 Julius pulls out two pocket watches, but in the scuffle Elle reclaims her watch. Ludger attempts to pull Elle to safety, but when he touches her something strange happens and the group is teleported to another dimension.

What'll you say?

L1: **We still have to stop the train.**

R1: **Let's look for Julius.** (Julius affinity +500)

Dual Conquest
200 DAMAGE!
1 HITS!
Linked Arte Chain!
200
516
103
532
103

8 9 Everything looks darker in this "world" and although the layout of the train is the same, there are different items to collect in this dimension. The same three types of enemies are in this dimension. Working with Jude, it should not be a problem to deal with them. Continue your trek through the train once again and go through the tutorials to learn about more-advanced forms of combat like linked Arte Chains and Over Limit. If you run low on health, use the vending machine to stock up on healing items before going to the first car.

10 Let Julius handle this...

L1: **Tell me what's going on!**

R1: **Fine.**

Boss Julius

Level	2–5
Iron Stance	0
HP	6960–9120
Weak	
Strong	

Drop	Tomato Omelette (small) (100%) / Quill Pen (100%)
Steal	—

Swift Strike
463 DAMAGE!
4 POWER HITS!
150
POWER HIT!
419
62
410
72

11 Guard continuously and only attack in the instant after you successfully block an enemy attack. When that happens, and a blue "!" appears over Julius' head, he'll be able to forge an iron stance and counterattack, even if you're in the middle of attacking him! If you see the mark, immediately cease attacking and start guarding.

Cerberus Strike
489 DAMAGE!
5 POWER HITS!
60
POWER HIT!
480
65
495
80

Since Julius is weak to slashing attacks, use Ludger's dual blade attacks. If you follow his regular attacks with Azure Edge or attacks from Jude, you can perform a weakness-exploiting combo for heavy damage.

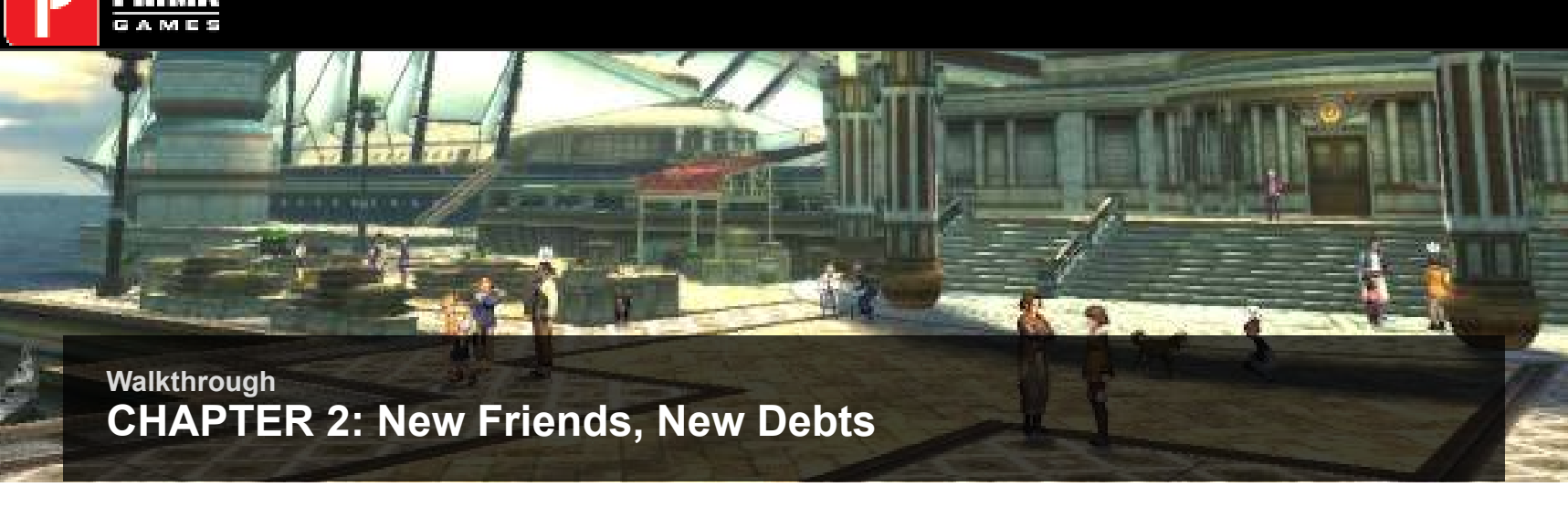
When you see the red "!", it means Julius will perform a Time Disintegration arte. You better block this attack or expect to take several hits in a row!

Julius is down, but it is up to you if you want to finish the job. Either way you will destroy the item holding you in this world and warp back to your dimension.

Hurry and finish him off!

L1: **I can't kill Julius!** (Julius affinity +500)

R1: **I'll kill Julius.**



Walkthrough

CHAPTER 2: New Friends, New Debts

Town

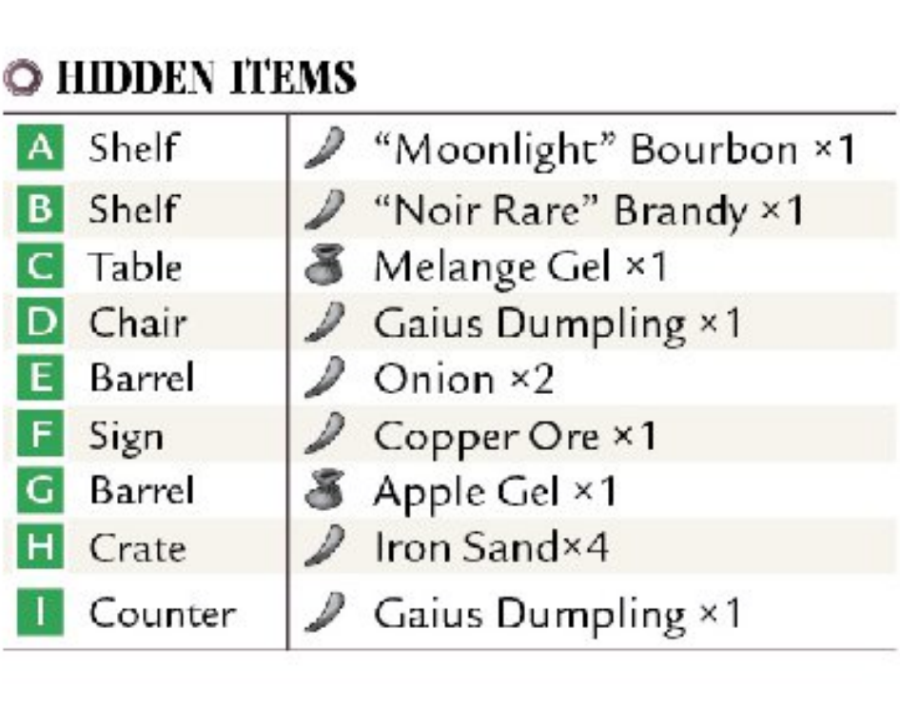
Duval

Required Teammates	Ludger
Inn Price	300 gald
Elemental ore	—
Enemies Level	—
Cats	—

Skits

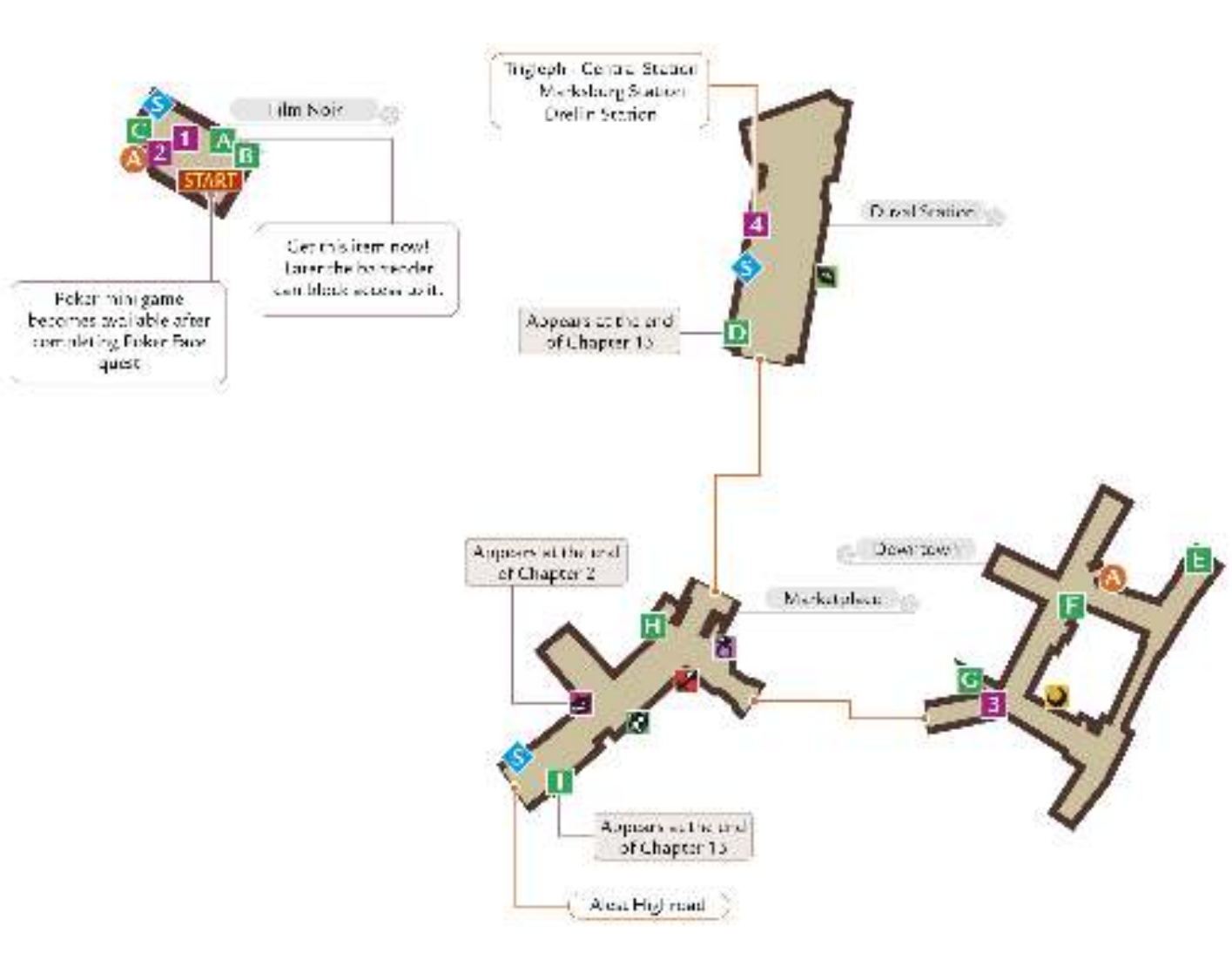
Start Time	Type	Name	Location	Condition	Choices	Required Members
Duval 3	Main	Repaying the Debt	Anywhere	—	L1: Elle+250 R1: None	Ludger Jude Elle

Duval



HIDDEN ITEMS

A	Shelf	“Moonlight” Bourbon ×1
B	Shelf	“Noir Rare” Brandy ×1
C	Table	Melange Gel ×1
D	Chair	Gaius Dumpling ×1
E	Barrel	Onion ×2
F	Sign	Copper Ore ×1
G	Barrel	Apple Gel ×1
H	Crate	Iron Sand×4
I	Counter	Gaius Dumpling ×1


Film Noir
START
Get this item now! Later the bartender can block access to it.
Poker mini game becomes available after completing Poker Face quest
Trigleph - Central Station
Marksburg Station
Drellin Station
Duval Station
Appears at the end of Chapter 13
Appears at the end of Chapter 2
Downtown
Marketplace
Appears at the end of Chapter 13
Alest Highroad

Nasty business, that.	
L1: **Where are we?**	R1: **Who are you?**

Dealing with Your Debt

1 After the train incident, Ludger awakes in a bar. Of all the places to recover! The very odd-looking man in the red suit (the opposite of Santa in every way) has apparently used spyrix technology to save Ludger, Elle, and even Rollo.

Give Back the Watch	
L1: **This watch belongs to Julius!**	R1: **Are you okay? No injuries?** (Elle affinity +250)

She works for the Verland Bank.	
L1: **You arranged a loan for me?**	R1: **I’m glad you’re okay, Nova.**

2 Speak to Rideaux near the exit and agree to sign the contract. There is no other way to proceed. Once you do, Nova will look over your account and monitor your cash flow through a device called GHS. This pretty advanced and frankly very intrusive tech allows the bank to track your money and demand payment. Your total bill is 20 million gald and it will serve as the motivator for exploring and defeating monsters.

Will you sign the contract for the loan?	
L1: **Fine, I’ll sign the contract.**	R1: **Hold on. Let me think.**

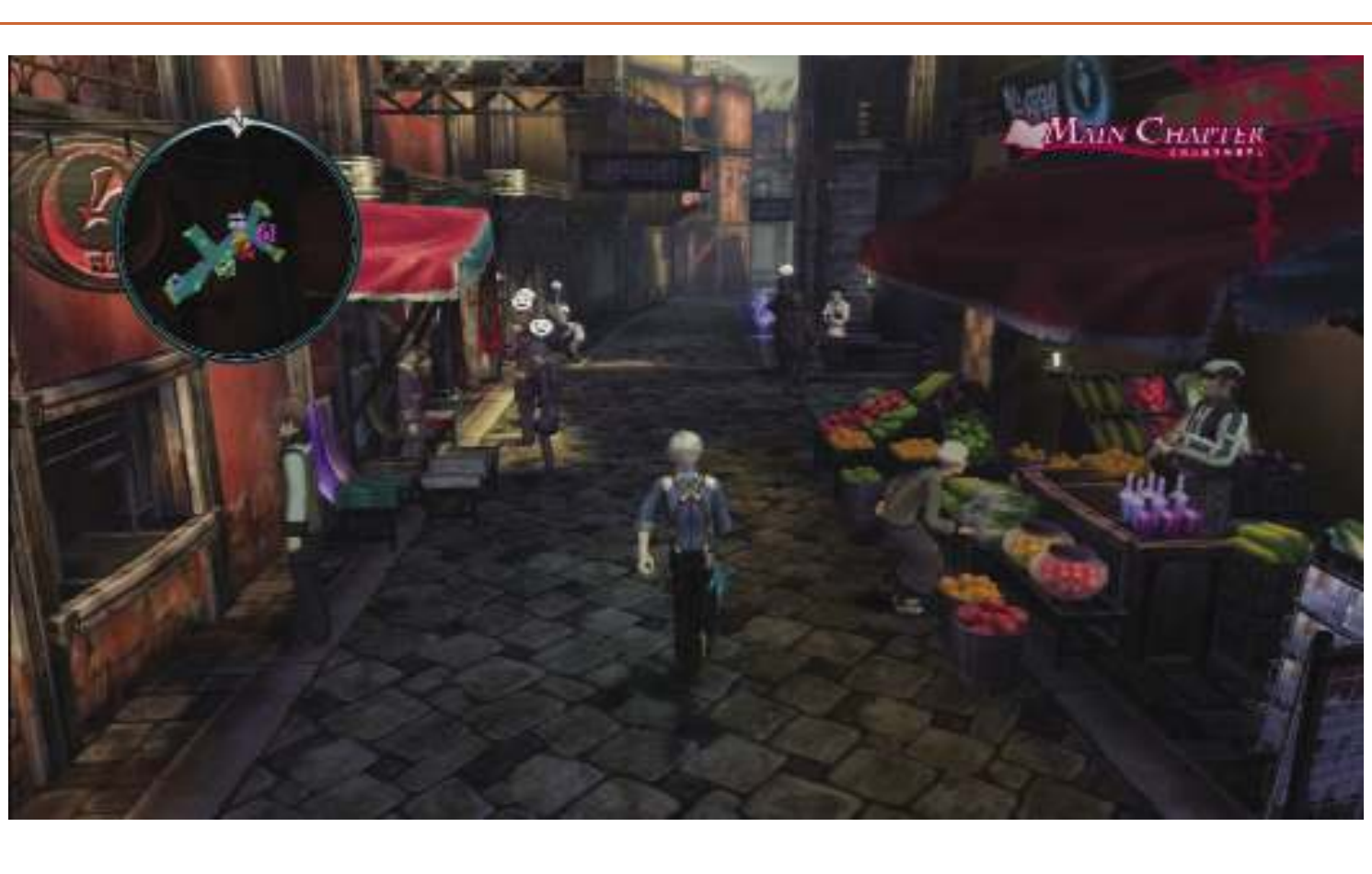
New Item — Contract

Try to Go Back Home

3 Collect the items in the pub and go outside to the Downtown area to scour that as well. Leave through the southwest exit to go to the Marketplace.

She’s lost, huh??	
L1: **Want to come with us?** (Elle affinity +250)	R1: **Why do you want to go to Canaan?**

Was that really your older brother?	
L1: **I don’t know.**	R1: **There’s no way that was Julius!**



The Marketplace is full of shops, and it is a good time to do a little shopping for Ludger and Jude. Get in the habit of stopping by the shops each time you visit an area because they stock new items during the course of the game. Upgrade your gear with whatever gald you have and don’t worry about that pesky debt—you’ll deal with that soon enough.

Main Chapter
Check

4 Head north to the train station and attempt to get a ticket back to Trigleph. Unfortunately the debt you acquired also came with travel restrictions. It will become pretty clear that you need to pay back some of your debt in order to reach new areas. So how is a young able-bodied guy going to make some money? The Job Bulletin of course!

Debt Repayment Interval 2-3

Payment required	5000 gald	Event Quests

01 The Girl’s Gift

Availability Debt Repayment Interval 1-2

Client	Party	Item / Task	Location	Description	Reward
Girl	Ludger, Jude	Deliver 10 Beautiful Feathers	Duval Station	Bring some Beautiful Feathers to Duval Station. Don’t tell my daddy it’s for his present!	900 gald, 288 Points, Elle’s Cap

Item Delivery Quests

Quest Name	Required Title	Item	Location	How to Get	Rewards
Jolyne’s Plea—Part 1	Wooden Badge	Fossilized Shell x 10	Alest Highroad	—	800 gald, 500 Points, Party Hat
Precise Measurements	—	Fossilized Shell x 2	Alest Highroad	—	800 gald, 100 Points, Breeze

Skits

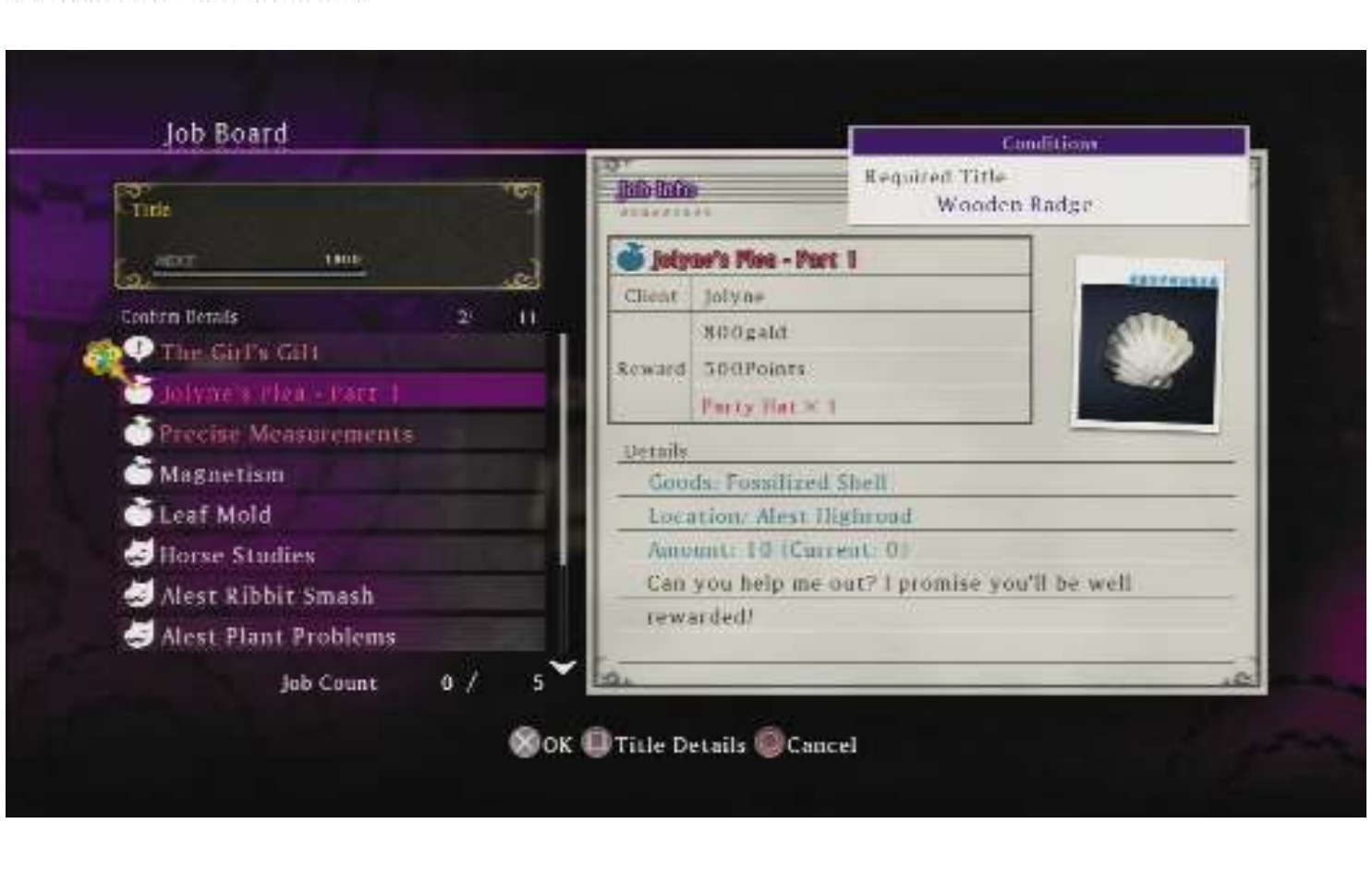
Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Elle's Feelings	Anywhere	Go to Duval Downtown	—	Ludger Jude Elle
Debt Repayment Interval	Main	Call from Nova (1)	Anywhere	After debt repayment	—	Ludger Elle
Debt Repayment Interval	Etc.	A Relief	Trigleph	After debt repayment, go to Trigleph	L1: None R1: None	Ludger Jude Elle

Get a Job

Job Bulletin
Talk

Nova breaks the bad news that you are being tracked with the GHS and have to make a payment on your debt to lift your travel restrictions. Go back to the Marketplace. As luck would have it, a man has jobs coming out the wazoo. These are legitimate Spirius Corp. orders that can be acquired at the Job Bulletin in most cities.

New Item—Job Certification



Job Board

Title

Confirm Details

The Girl's Gift

Jolyne's Plea - Part 1

Precise Measurements

Magnetism

Leaf Mold

Horse Studies

Alest Ribbit Smash

Alest Plant Problems

Job Count 0 / 5

Job Info

Conditions

Required Title: Wooden Badge

Jolyne's Plea - Part 1

Client: Jolyne

Reward: 800gald, 500Points, Party Hat × 1

Details

Goods: Fossilized Shell

Location: Alest Highroad

Amount: 10 (Current: 0)

Can you help me out? I promise you'll be well rewarded!

OK Title Details Cancel

Speak to the guy next to the job board to check out what jobs are currently available. Contracts for various jobs range from event quests to monster hunting missions to item retrieval. The event quests are a set of specific tasks, but the other jobs can be random and will often repopulate at the Job Bulletin when you complete other jobs. The color of the job indicates if it is finite (red) or random (white). You can take on five jobs at a time, but some require a certain level of proficiency, presented as a job title. Job titles are awarded as various badges when you reach the goals for that level. To increase your title or badge level, you must complete jobs to earn points. It will become obvious throughout the game that many of the optional random missions will be required to help earn higher titles to eventually take on the red-specific tasks.

> **Note**
>
> Event quests require specific members of a party to be present (in the active party).

This first interval is pretty straightforward, and you might notice all of these jobs occur in the same location. In later chapters, the jobs will be pulled from all accessible areas, even if you haven’t visited them before. Take as many jobs as you can and head south to Alest Highroad to battle some beasts and collect items.

Debt Repayment Interval 2-3

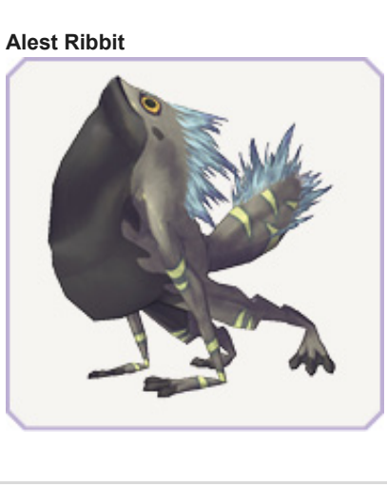
Field

Alest Highroad

Required Teammates	Ludger
Inn Price	—
Elemental Ore	4–20
Enemies Level	1
Cats	Ruby (during Debt Repayment Interval 3-4)

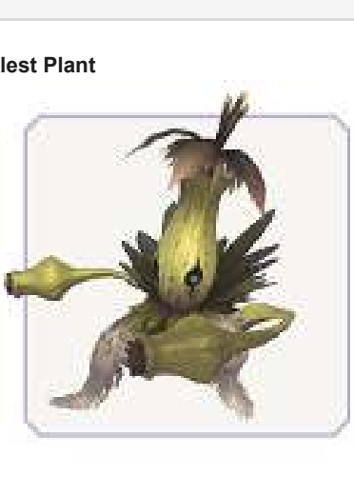
Enemies

Alest Ribbit



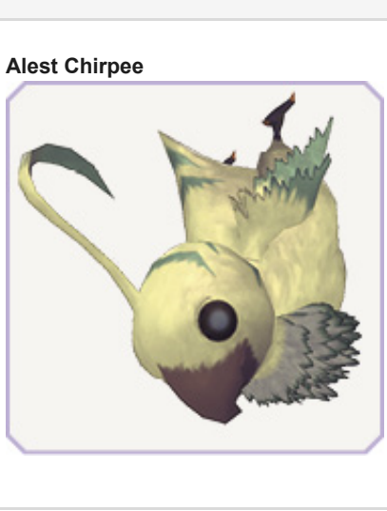
Type	
HP	976
Weak	
Strong	

Alest Plant



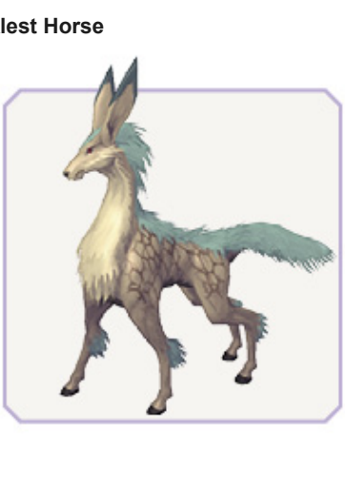
Type	
HP	2100
Weak	
Strong	

Alest Chirpee



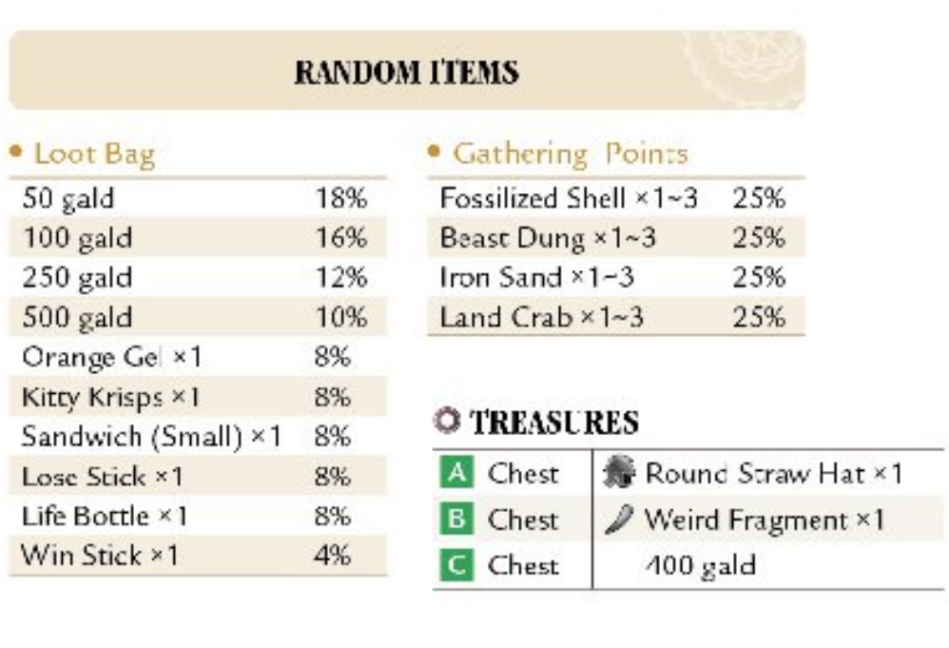
Type	
HP	976
Weak	
Strong	

Alest Horse



Type	
HP	976
Weak	
Strong	

Alest Highroad



RANDOM ITEMS

Loot Bag

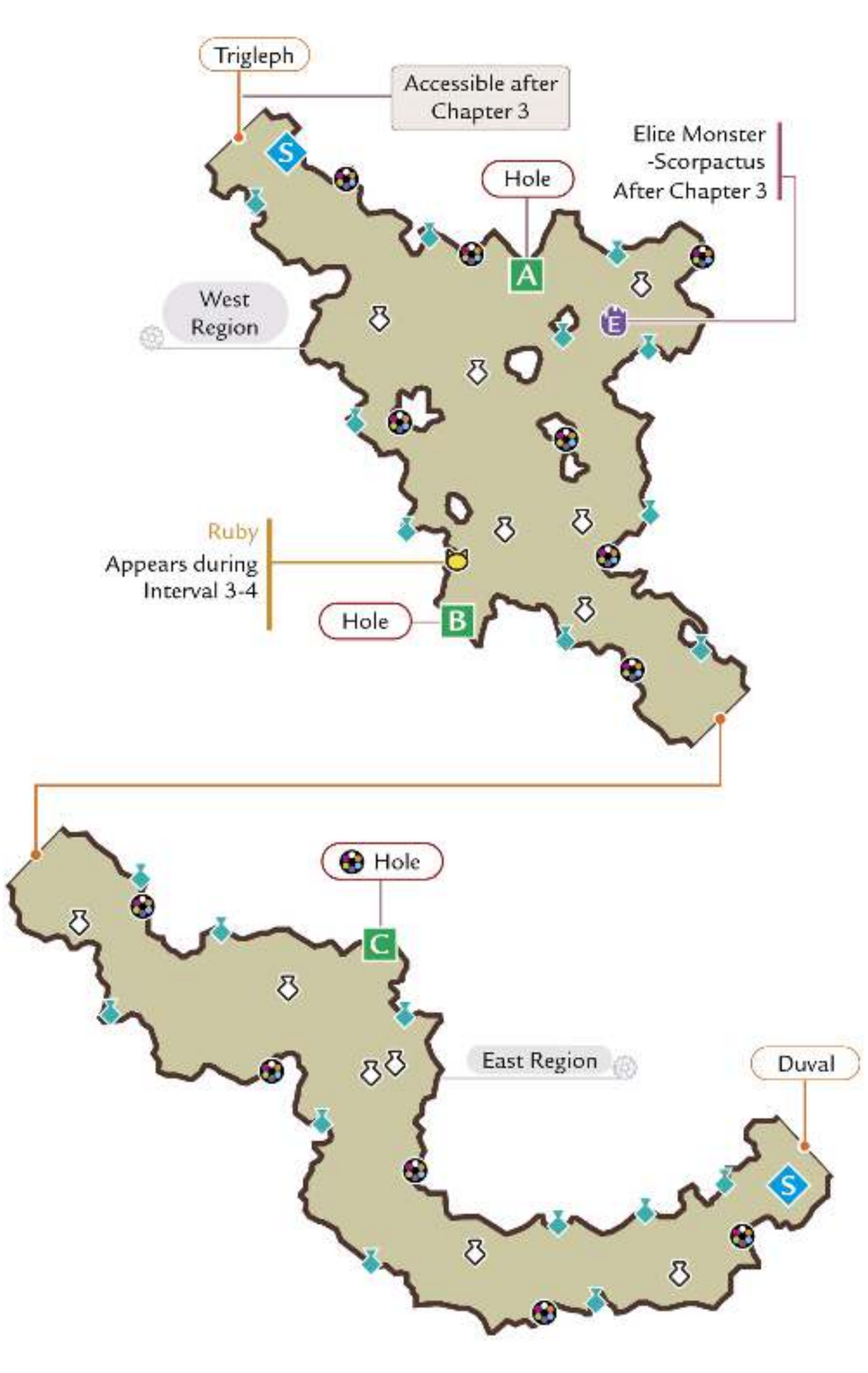
50 gald	18%
100 gald	16%
250 gald	12%
500 gald	10%
Orange Gel ×1	8%
Kitty Krisps ×1	8%
Sandwich (Small) ×1	8%
Lose Stick ×1	8%
Life Bottle ×1	8%
Win Stick ×1	4%

Gathering Points

Fossilized Shell ×1~3	25%
Beast Dung ×1~3	25%
Iron Sand ×1~3	25%
Land Crab ×1~3	25%

TREASURES

A	Chest	Round Straw Hat ×1
B	Chest	Weird Fragment ×1
C	Chest	400 gald


Trigleph
Accessible after Chapter 3
Elite Monster -Scorpactus After Chapter 3
Hole
West Region
Ruby Appears during Interval 3-4
Hole
Hole
East Region
Duval

Earn Some Gald in Alest Highroad

Not only can you complete various quests in these Fields or Dungeons, but it is also an opportunity to earn experience and gald by defeating monsters. In addition, there are lots of sparkling search spots that contain items or Elemental Ore that can upgrade your artes. The items on the map labeled as ore and blue bags (Gathering Points items) will appear in those spots at random. However, there will always be an item in the location shown by the white Loot Bags.

It’s easy to get caught up battling beasts, but learn to play efficiently and keep an eye on the number of enemies you need to defeat and items to collect in order to complete quests. A message will appear on the right side of the screen to alert you when a job has been completed. Once you have completed enough quests, head back to the Job Bulletin to report the finished jobs and take on new ones to make the most of your combat and exploration efforts. The open Field areas like Alest Highroad are rather large, but during your hunting and exploration quests make sure to look out for small caves and hidden areas to find treasure chests.

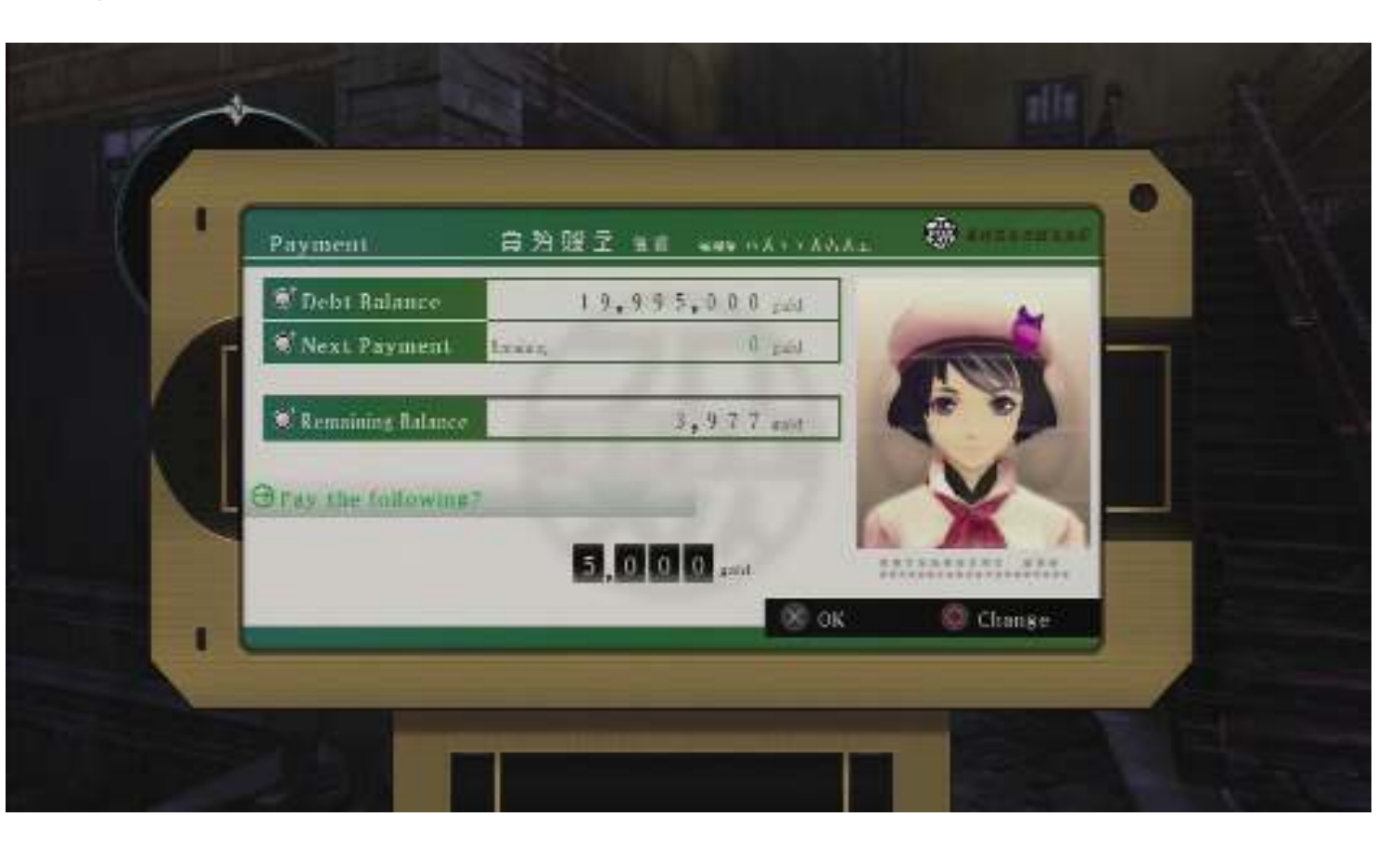
Azure Edge
817 DAMAGE!
529
86
541
89

The toughest foe to deal with in this area is the Alest Plant. It has the most HP and can inflict magic aliments. While this early foe is not tough to tackle, the important lesson is that you should stock on up Panacea Bottles to heal any type of ailments. Fortunately this plant is weak to slashing attacks, so have Ludger attack relentlessly with his dual blades.

Shadow Staves
130 DAMAGE!
387
6
645
29

The other tricky monster to overcome is the Alest Horse, which is difficult due to its charging attack. Block its initial strike, or use free run to avoid its attacks, and retaliate with Azure Edge to exploit its weakness to Wind.

Finally Return Home



Payment

Debt Balance 19,995,000 gald

Next Payment 0 gald

Remaining Balance 3,977 gald

Pay the following?

5,000 gald

OK Change

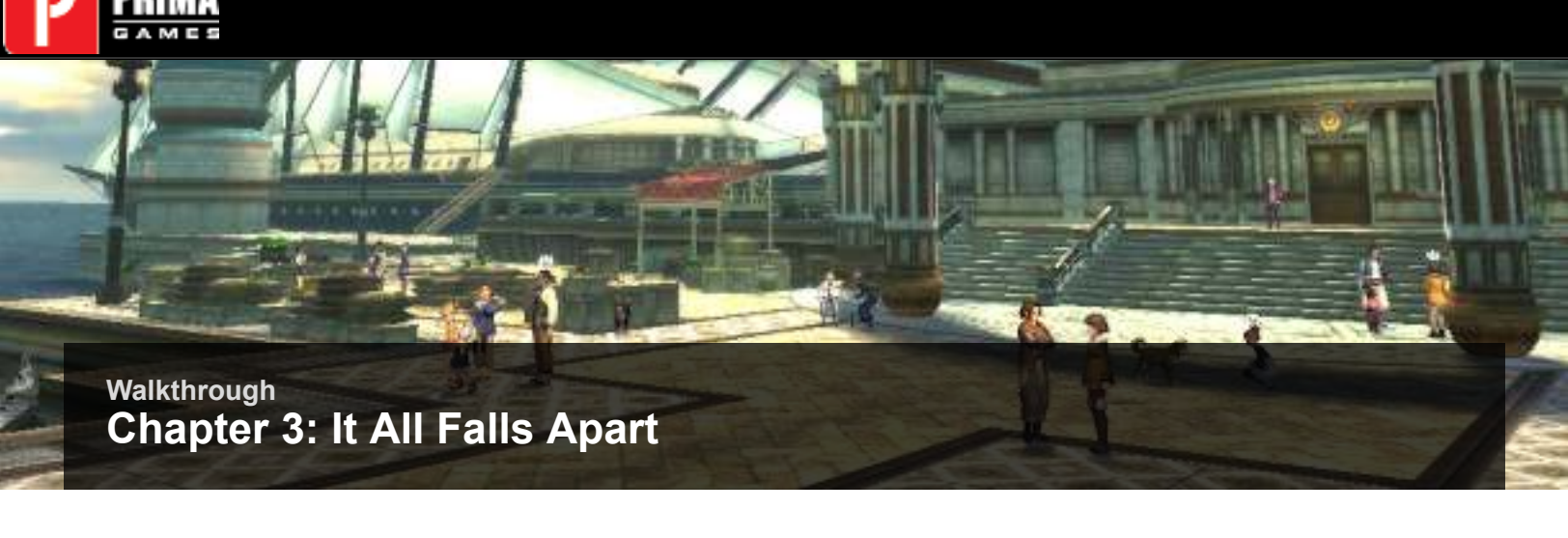
When you amass 5000 gald, Nova will send you a reminder to pay your debt. There is really no way to avoid making a payment. If you try to avoid Nova, she will continue to bother you until you cough up the gald. Throughout the course of the game, you should always have enough to pay your debt and it’s a waste to hoard it. Instead, make the most of your money and use your gald to buy new items and constantly upgrade your gear.

Select your destination.

Trigleph - Central Station

Cancel

Nova will remove your initial travel restriction when she takes your first payment. Go back to the ticket machine and chose Trigleph—Central Station to go back home. When you arrive in Trigleph, you might be surprised to find that there is no familiar yellow star on the map. The reason is that the apartments are not on the same map as Trigleph. Also, you need to learn to change the map’s elevation with the right stick to actually see your apartment on the third floor.



Walkthrough

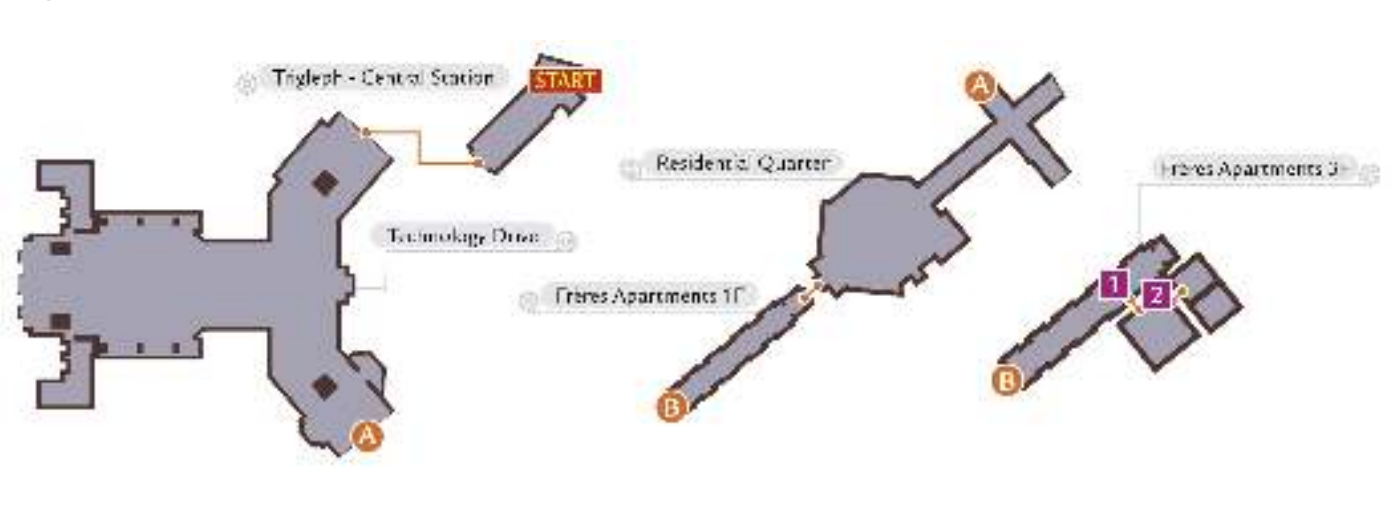
Chapter 3: It All Falls Apart

Town

Trigleph (2)

Required Teammates	Ludger Jude
Inn Price	300 gald
Elemental ore	—
Enemies Level	—
Cats	—

Trigleph



1 Collect any items in the other apartment building (Rodo) that is now accessible and return home to your apartment on the third floor.

Is this Julius's house?

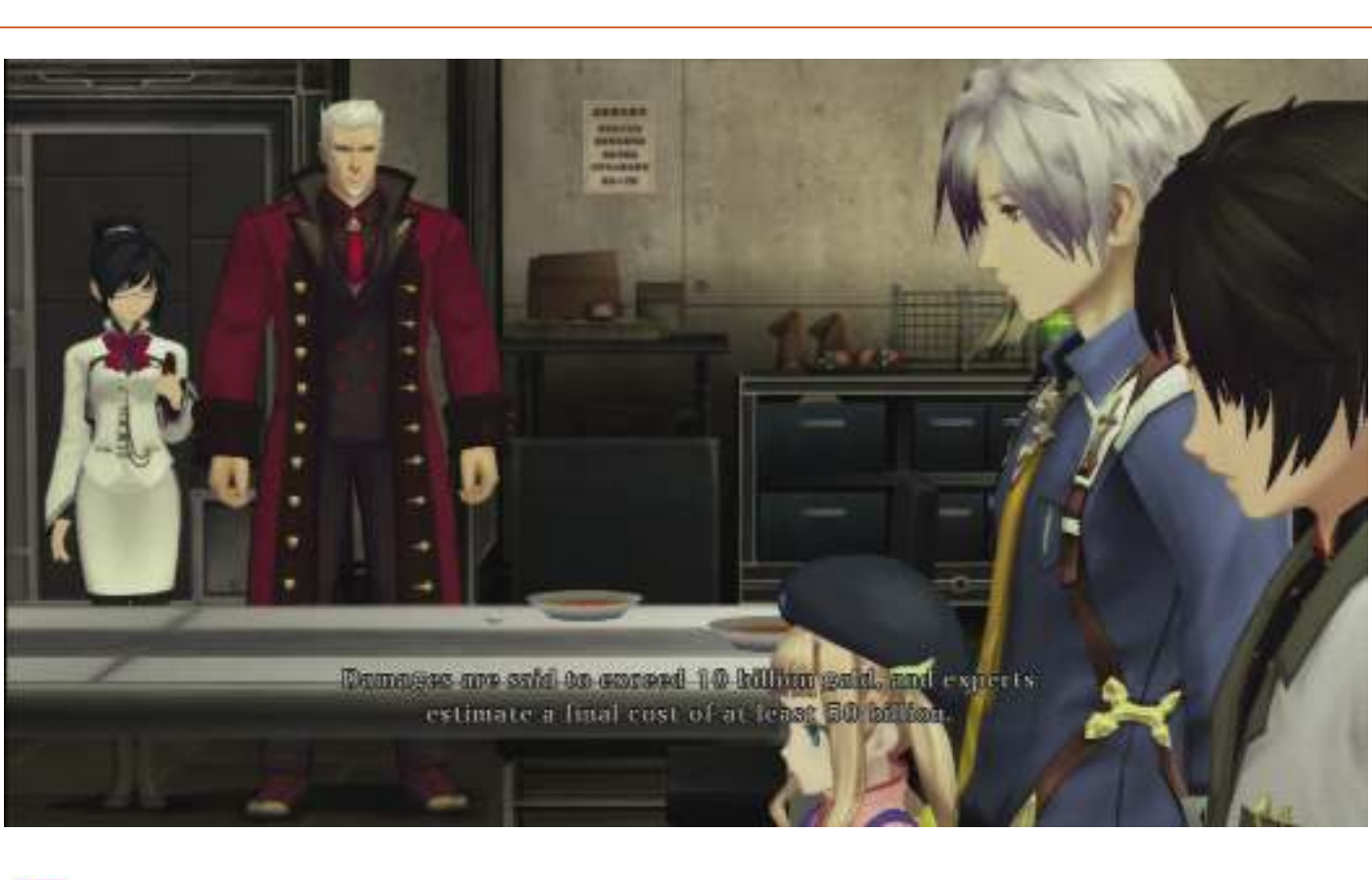
L1: **It's mine, though I'm like a freeloader right now.**

R1: **It feels like I haven't been back here in ages.**

Tomatoes are gross!

L1: **Don't be picky, now. Tomatoes are tasty.**

R1: **Okay. I won't put any tomatoes in.** (Elle affinity +100)



Damages are said to exceed 10 billion gald, and experts estimate a final cost of at least 50 billion.

2 Make a meal for Elle and Jude by checking the kitchen. Suddenly, Bisley barges in and blames Julius for the train incident. No matter what you choose, the only way to get to the bottom of this mess is to find your brother. Of course to do that you'll need to earn some gald to travel to Helioborg or Marksburg.

Apprehend Julius, and everything should come to light.

L1: **Fine. I'll catch Julius.** (Bisley affinity +400)

R1: **Just hold on a second...**

Debt Repayment Interval 3-4

Payment required	7000 gald

Event Quests

02 What Could Have Been

Client	Party	Item / Task	Location	Description	Reward
Station Diner Employee	Ludger, Jude	Deliver Tomato Omelette (Small)	Trigleph Central Station	I'm working on making a new dish! Can anyone deliver a Tomato Omelette to the Central Station?	1100 gald, 352 Points, Minestrone (Small)

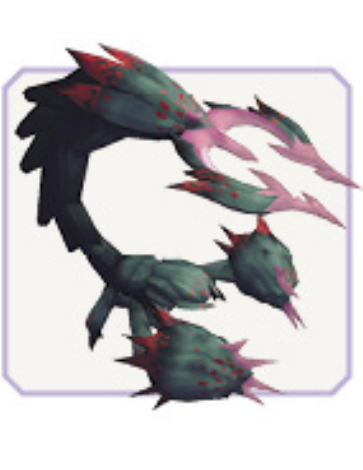
Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Kitty Sightings 1	—	Luke's Collar	Duval	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 2	—	Ruby's Collar	Alest Highroad	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 3	—	Suzu's Collar	Trigleph	800 gald, 500 Points, Kitty Krisps
Let's Trade	—	Tanned Leather	Torbalan Highroad	800 gald, 100 Points, Sunbeam

Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
Jolyne's Plea - Part 2	Wooden Seal	Ancient Cat	Torbalan Highroad	800 gald, 500 Points, Mystery Mask

Elite Monster info



Sting of Terror: Scorpactus!

Client	Location	Rewards
Spirius Corp.	Alest Highroad	6000 gald, 1800 Points

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Ivar and I	Anywhere	—	—	Ludger Jude Elle
Debt Repayment Interval	Etc.	A Simple Question	Duval	Go to Marketplace	L1: None R1: None	Ludger Jude Elle
Debt Repayment Interval	Main	Call from Nova (2)	Anywhere	After debt repayment	L1: None R1: None	Ludger

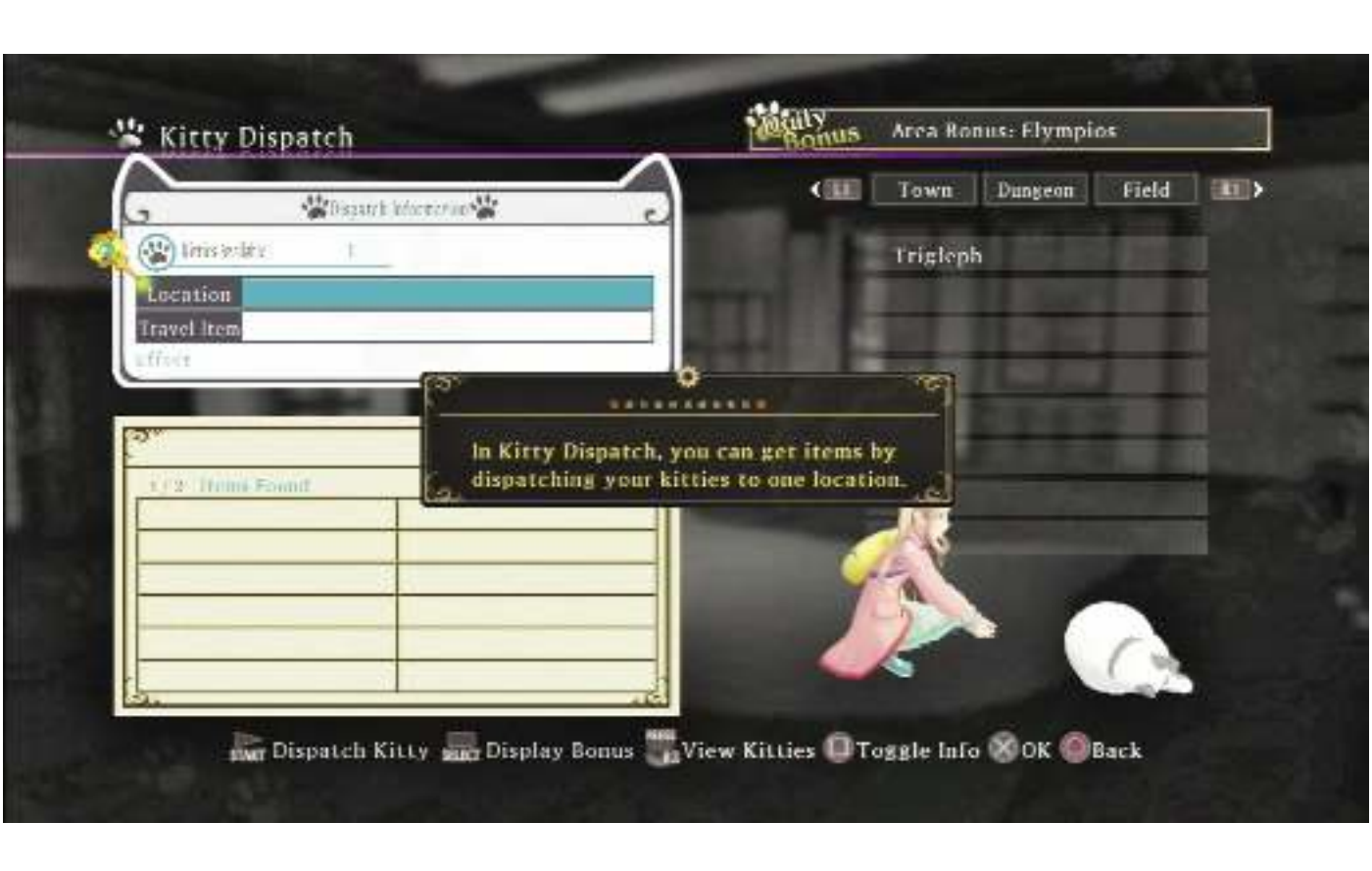
Kitty Dispatch

Please stop by if you find any of my babies! And remember, if "cat" first you don't succeed... try, try again! I "whisker" you the best of luck!

Grab all the goodies in your apartment and exit to the Residential Quarter where you run into the "crazy cat lady" Miss Kitty Catt. During her move, 100 of her cats were literally let out of the bag and have scattered to the far reaches of the world. She lives on the first floor of your apartment building (Catt's Den), and you can visit her and any of the rescued felines you find. If her cat puns don't kill you, trying to find all 100 elusive felines just might.

New Item—Key to the Kitty Room

The encounter with Miss Catt will unlock the Kitty Dispatch menu. This new feature allows you to send the cats you find to scour areas of the game to bring back special items and additional cat buddies. Many of the rare items for Item Quests can only be obtained through the Kitty Dispatch (indicated by a green paw print). Besides the rare or exclusive items, you can get a lot of great stuff from the cats, so send them out as soon as they return. Once the Kitty Dispatch feature is enabled, new Kitty Sighting Item Quests will appear at the job board. For the location and stats of all the cats and Kitty Collectibles, check the Kitty Dispatch section in Side Quests.



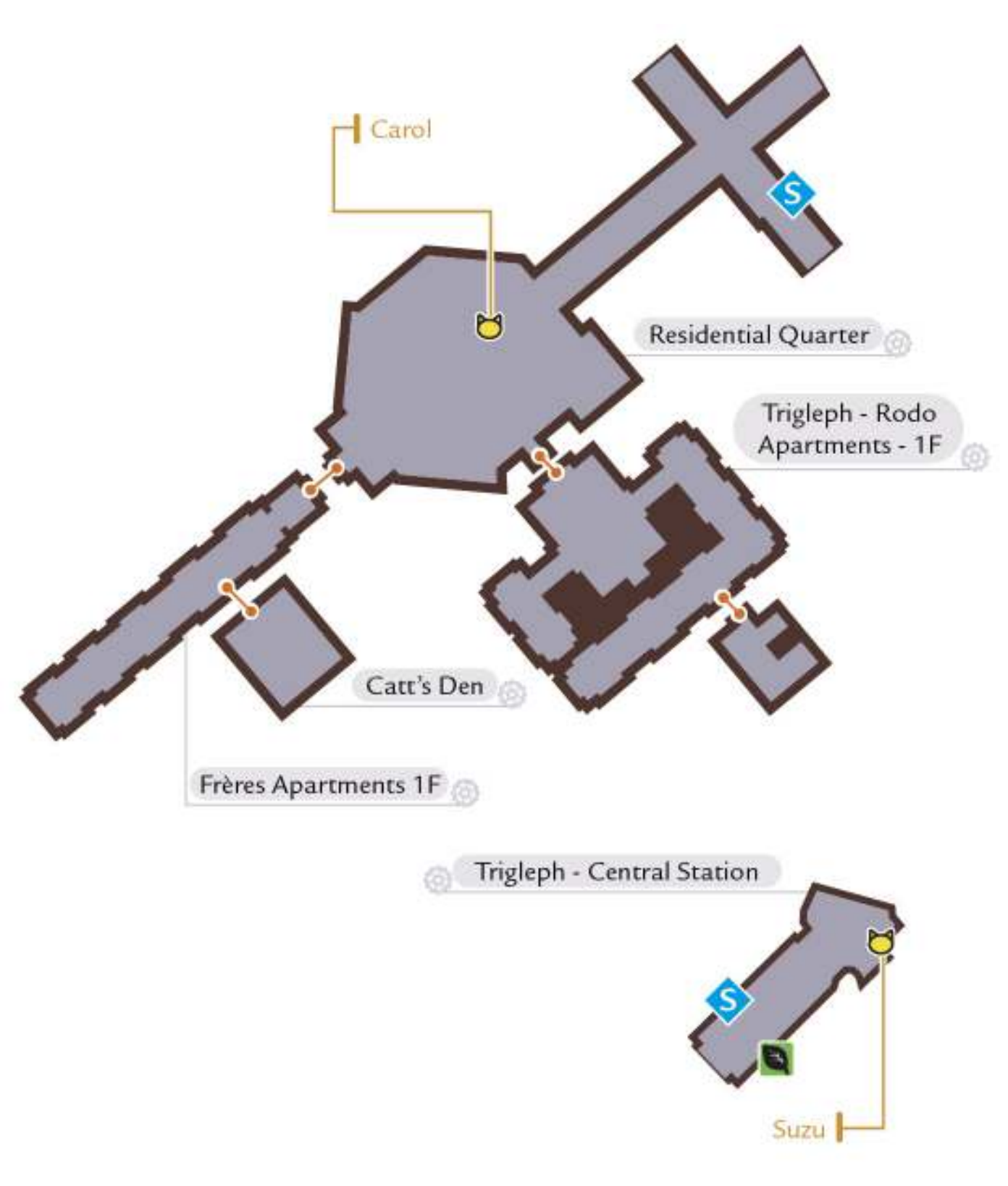
In Kitty Dispatch, you can get items by dispatching your kitties to one location.

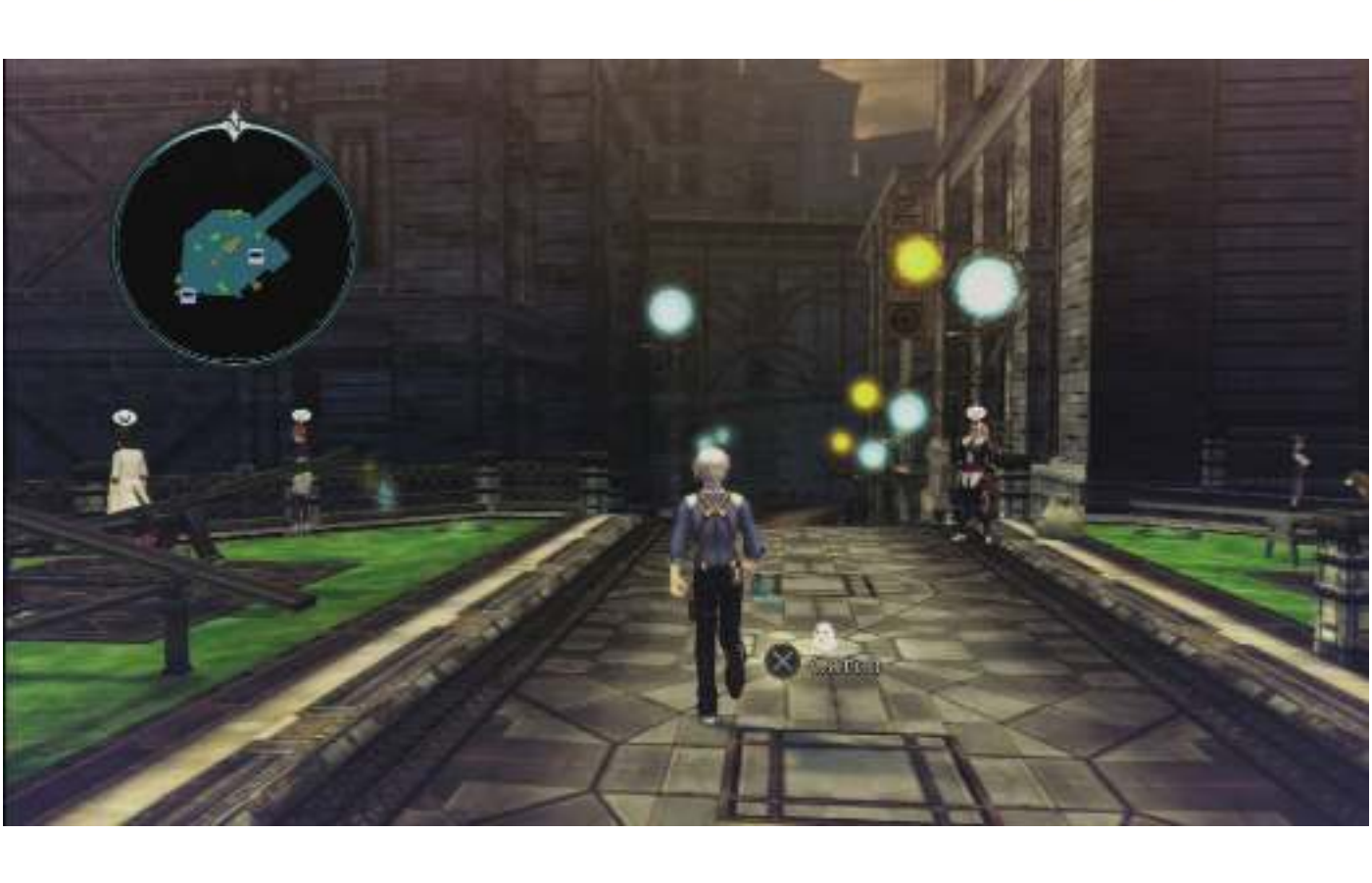
Note

Areas appear in the Kitty Dispatch once you find a cat in that region.

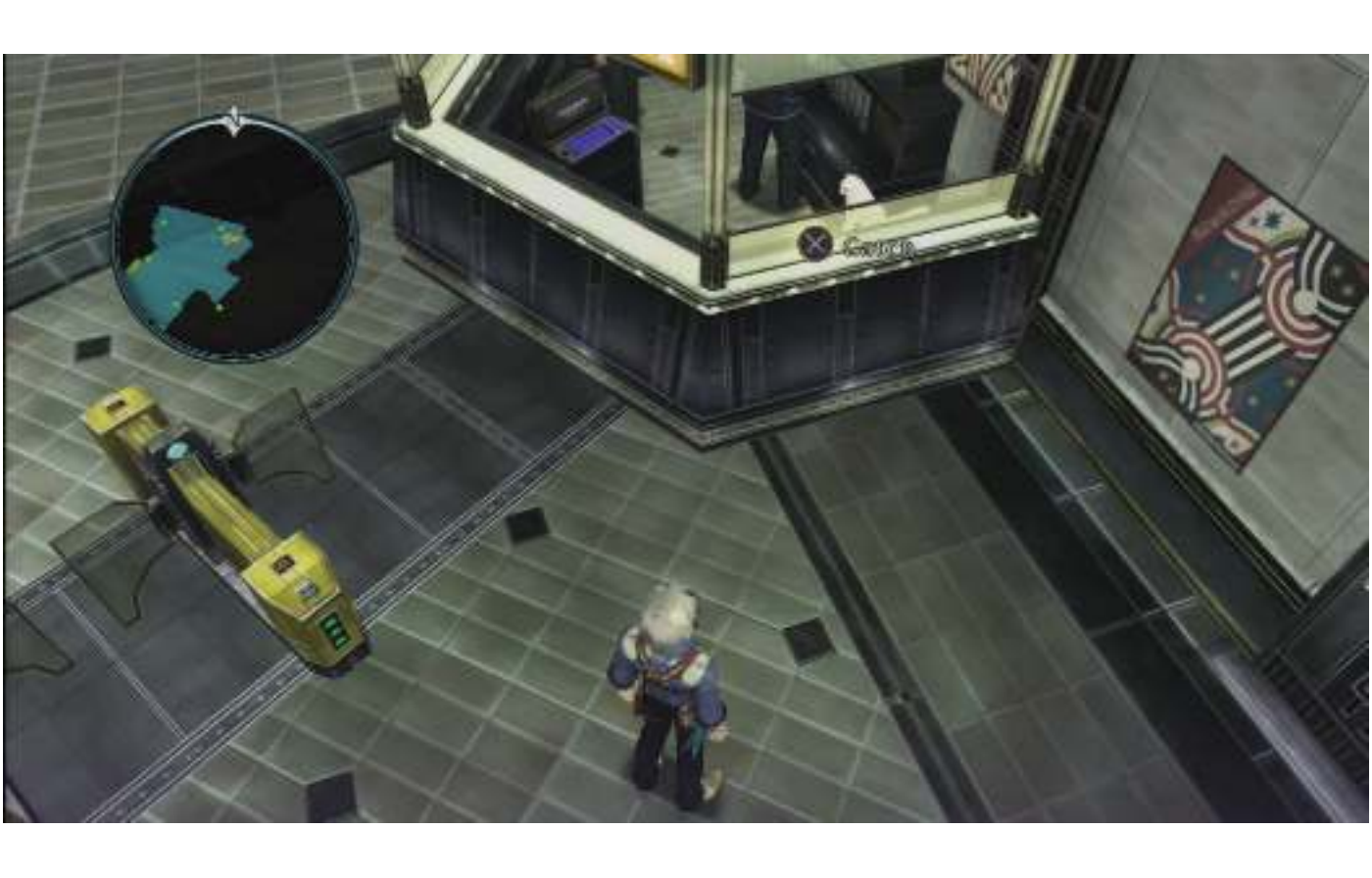
Cat Roundup

Trigleph



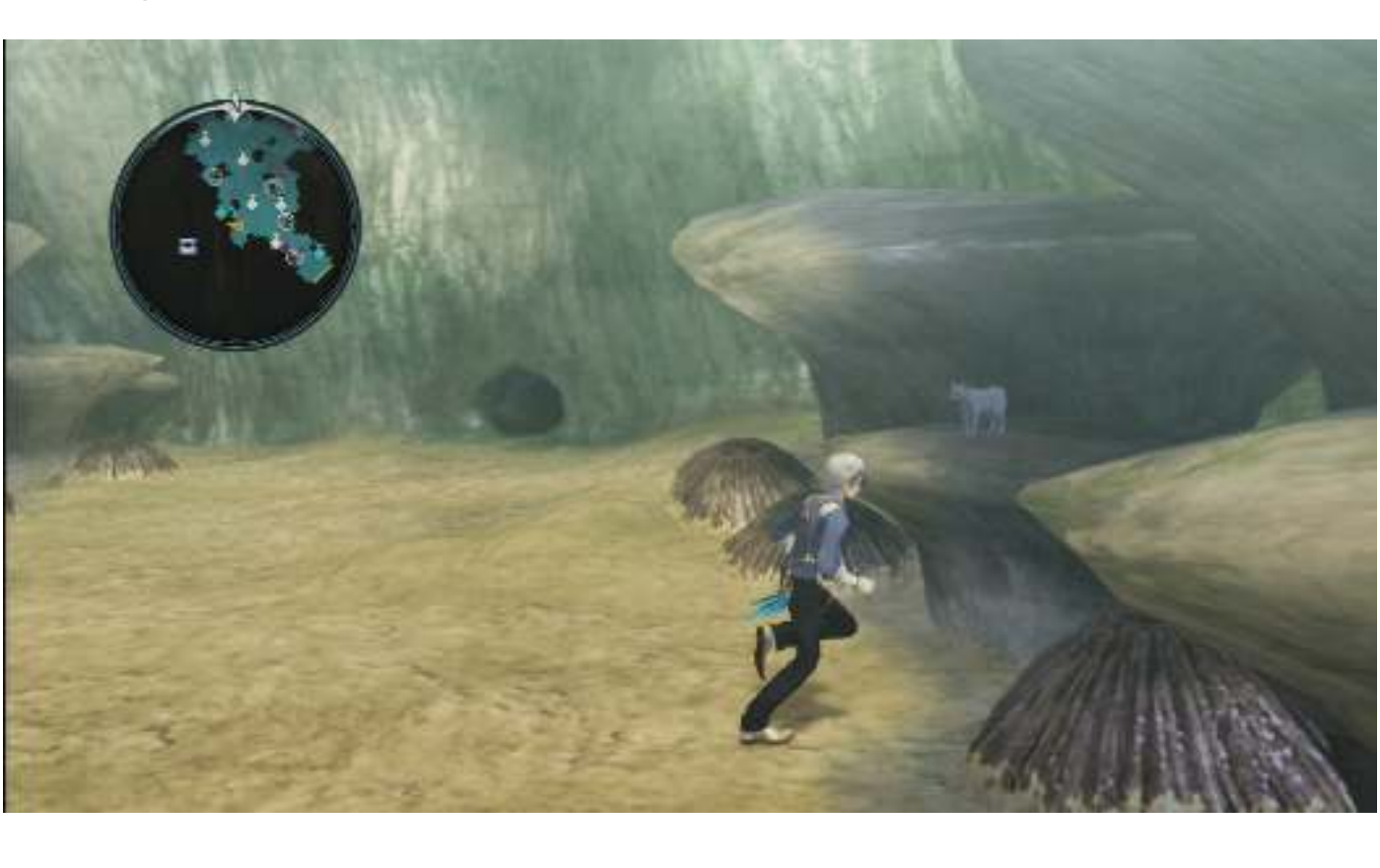


The very first feline to rescue is a few steps from where you met Miss Catt. Get Carol and send it out into Trigleph to begin collecting items. Check out the daily bonus to make the most of your time. Remember: the more cats you have, the easier it will be to get items in the dispatch. Refer to the maps to locate the roaming cats in each area, but if you have a hard time trying to pinpoint their location, turn up the volume and listen for their meowing.



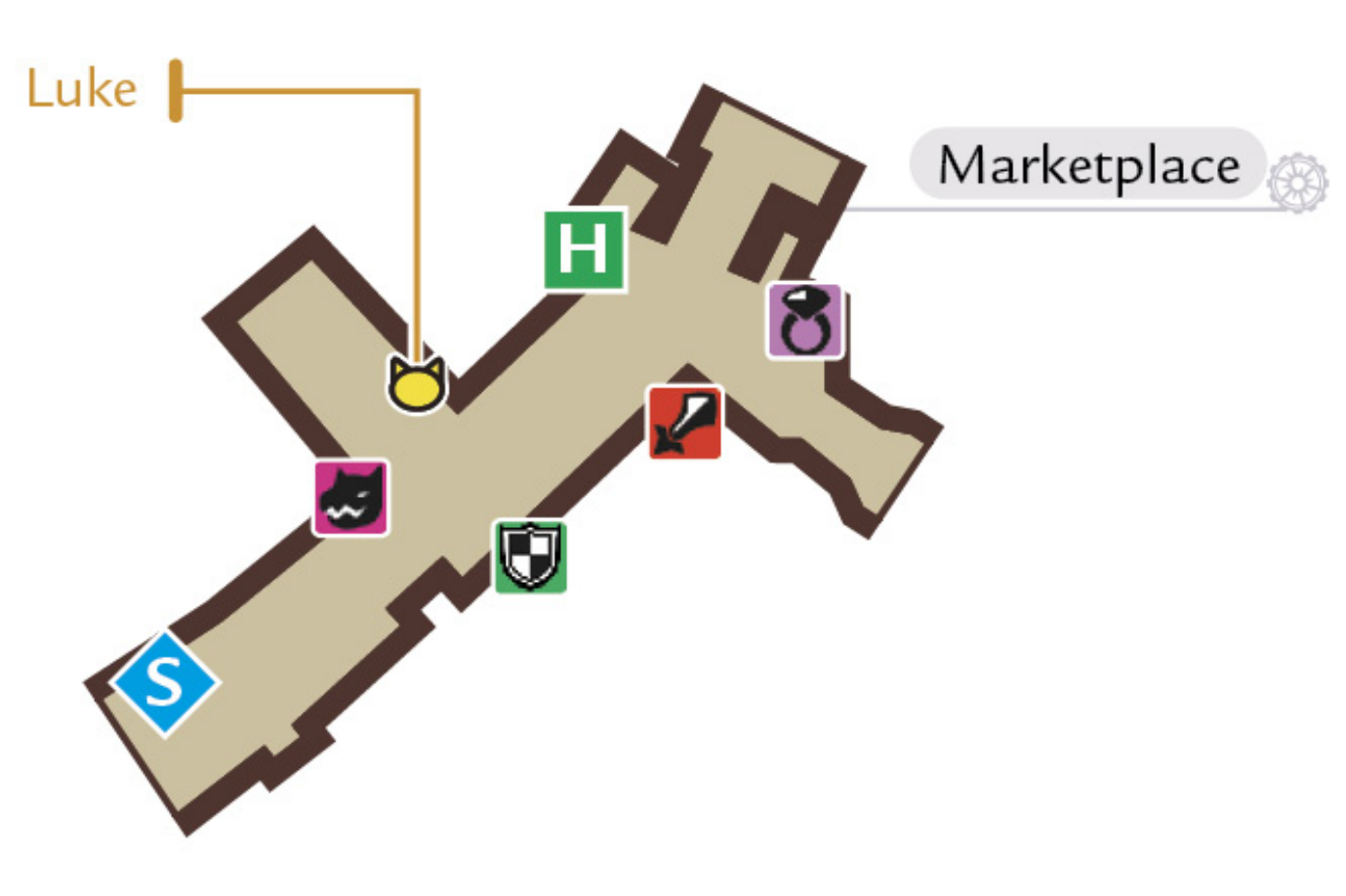
Another cat is lurking in Trigleph, but it's a lot harder to find. Go to the Central Station and check the booth near the gate to find Suzu to collect the cat and its Item Quest collar.

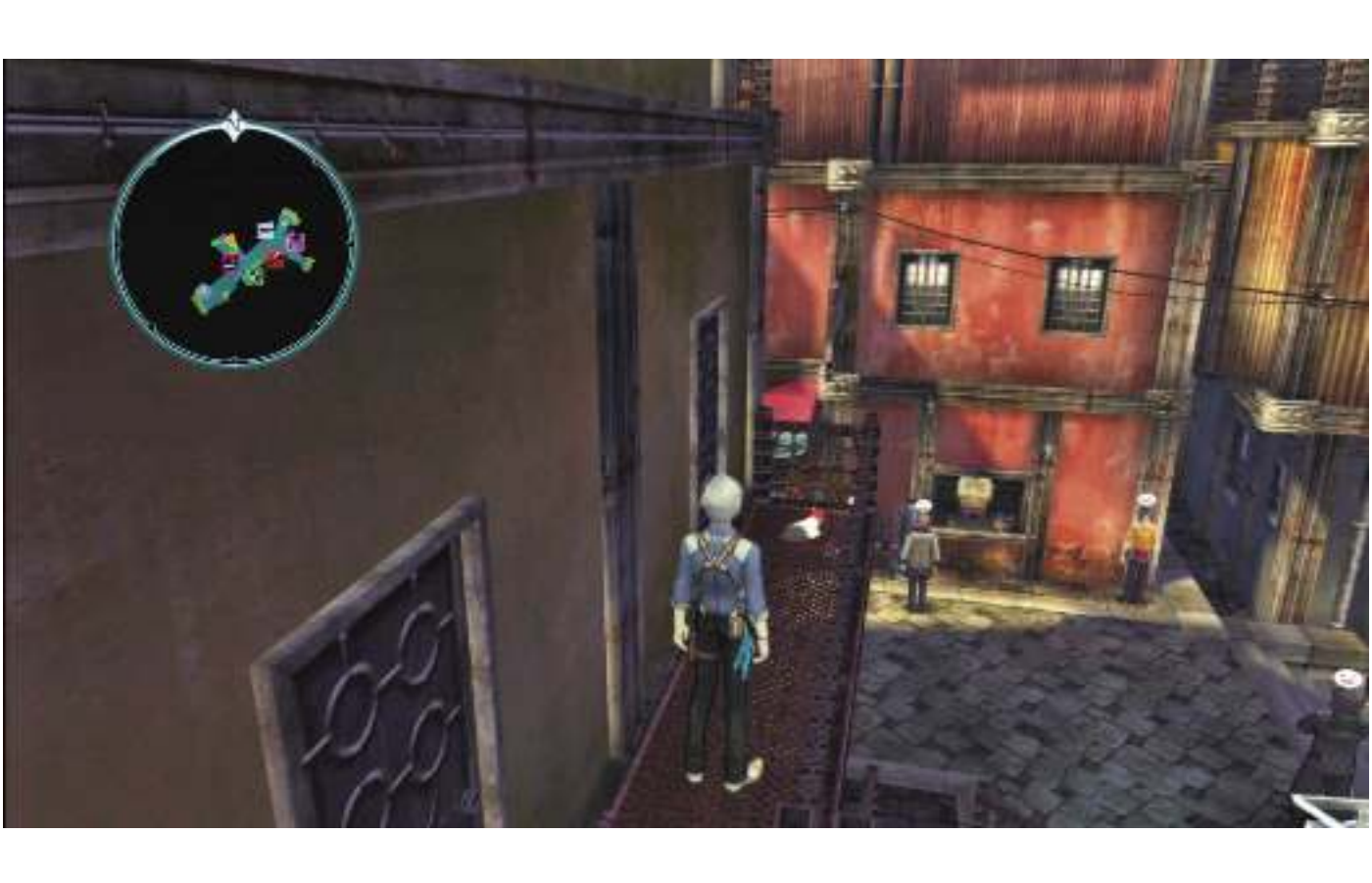
Alrest Highroad Cat



Ruby is hidden well on the plateaus in this region, but if you head for the cavern with a treasure chest, its meowing should get your attention. For the exact location of this kitty, check the map in Debt Repayment Interval 2-3.

Duval

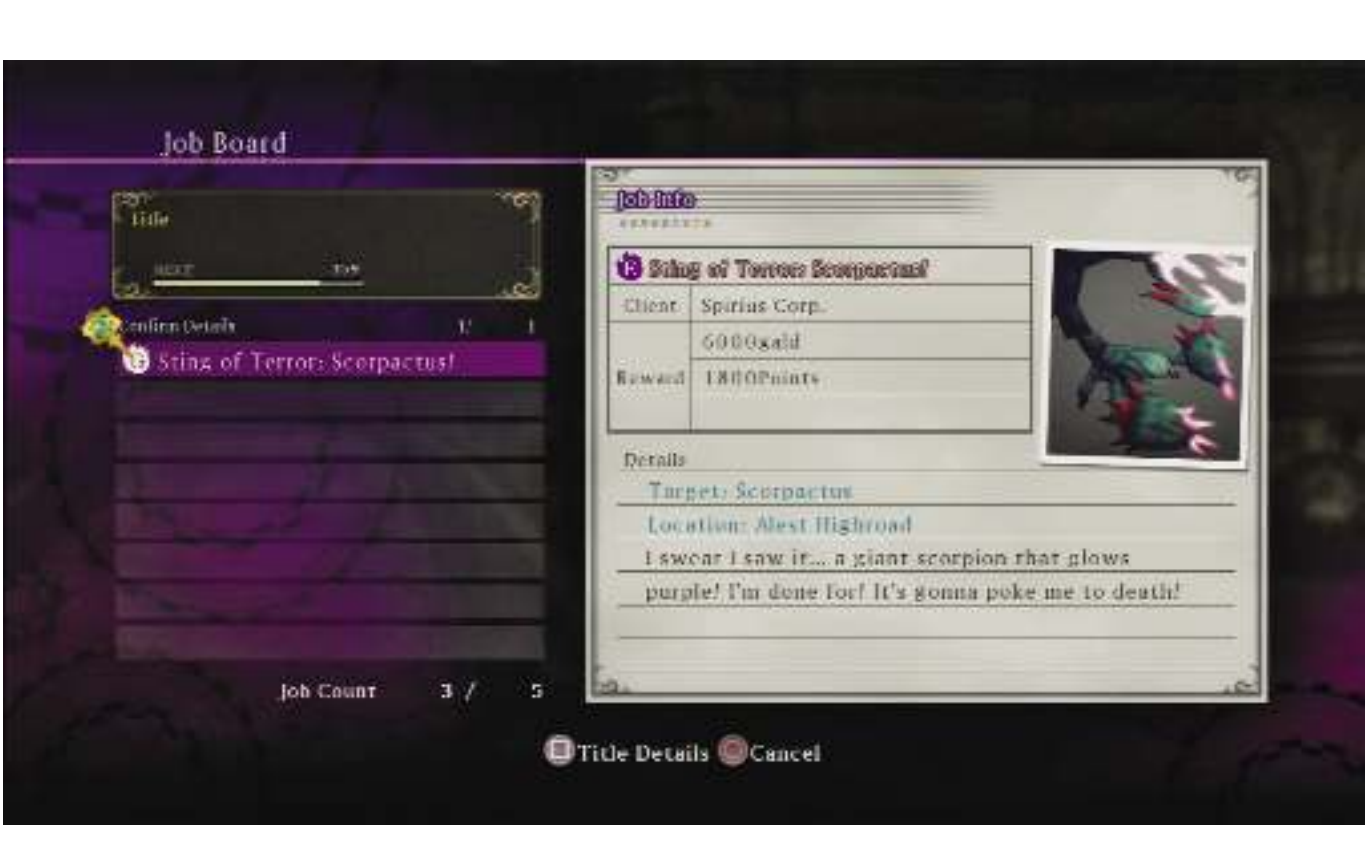




Locate Luke on the fire escape in the center of the Marketplace to collect the cat and its quest collar.

Elite Monster Quests

Before you are allowed to go too far, you must speak to Ivar. Check out the bag of loot next to him to get a new set of dual blades, a Pebble extractor, and several restorative items. To follow up on the leads from last chapter, you need to pay off more of your debt. That means it's quest time!



Job Board

Sting of Terror: Scorpactus!

Job Info

Client: Spirius Corp.

Reward: 6000gald 1800Points

Details

Target: Scorpactus

Location: Alest Highroad

I swear I saw it... a giant scorpion that glows purple! I'm done for! It's gonna poke me to death!

Job Count 3 / 5

The Scorpactus that lurks on the highroad near these parts? Well, word has it that its weak point is the head!

Go to the Job Bulletin to learn about the final type of quest: Elite Monster extermination. Elite Monsters are powerful beasts that roam the entire world, and if you can get rid of them, it will be worth your while. Technically, you can avoid these jobs completely, but they're critical to earning enough points to increase your title/badge ranking. Residents in the towns surrounding the Elite Monsters (that have a red smiley face over their head) give clues on taking down the beasts. Still, these can be very challenging foes. To get an edge over the monsters, check out the key stats and strategy in the Side Quests section.

Debt Repayment Interval 3-4

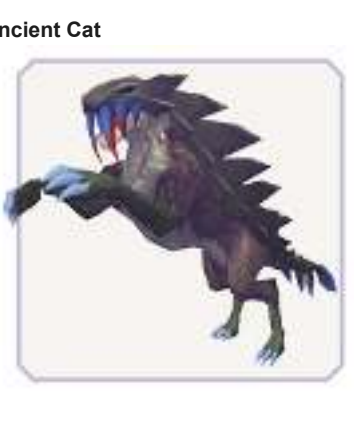
Field

Torbalan Highroad

Required Teammates	Ludger
Inn Price	—
Elemental Ore	4–20
Enemies Level	6–10
Cats	Tilton

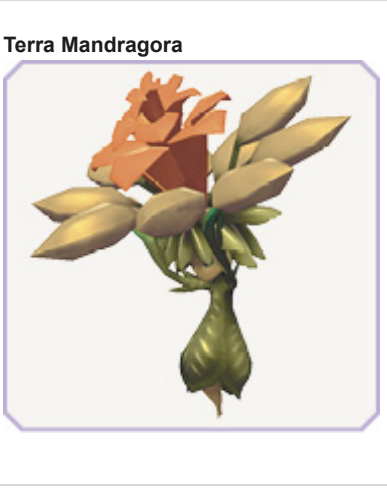
Enemies

Ancient Cat



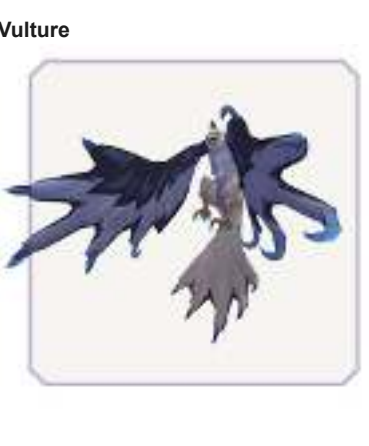
Type	●
HP	1143
Weak	● ●
Strong	●

Terra Mandragora



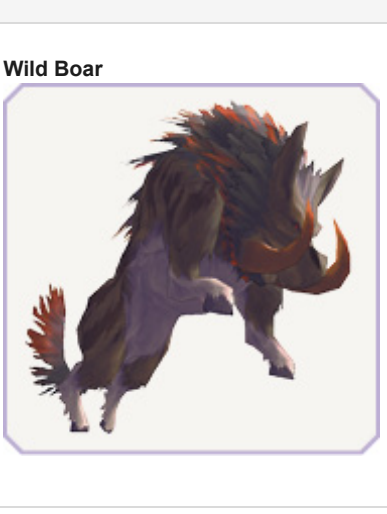
Type	●
HP	1230
Weak	● ●
Strong	●

Vulture



Type	●
HP	1143
Weak	● ●
Strong	●

Wild Boar



Type	●
HP	1845
Weak	● ●
Strong	● ●

Torbalan Highroad

RANDOM ITEMS

Loot Bag

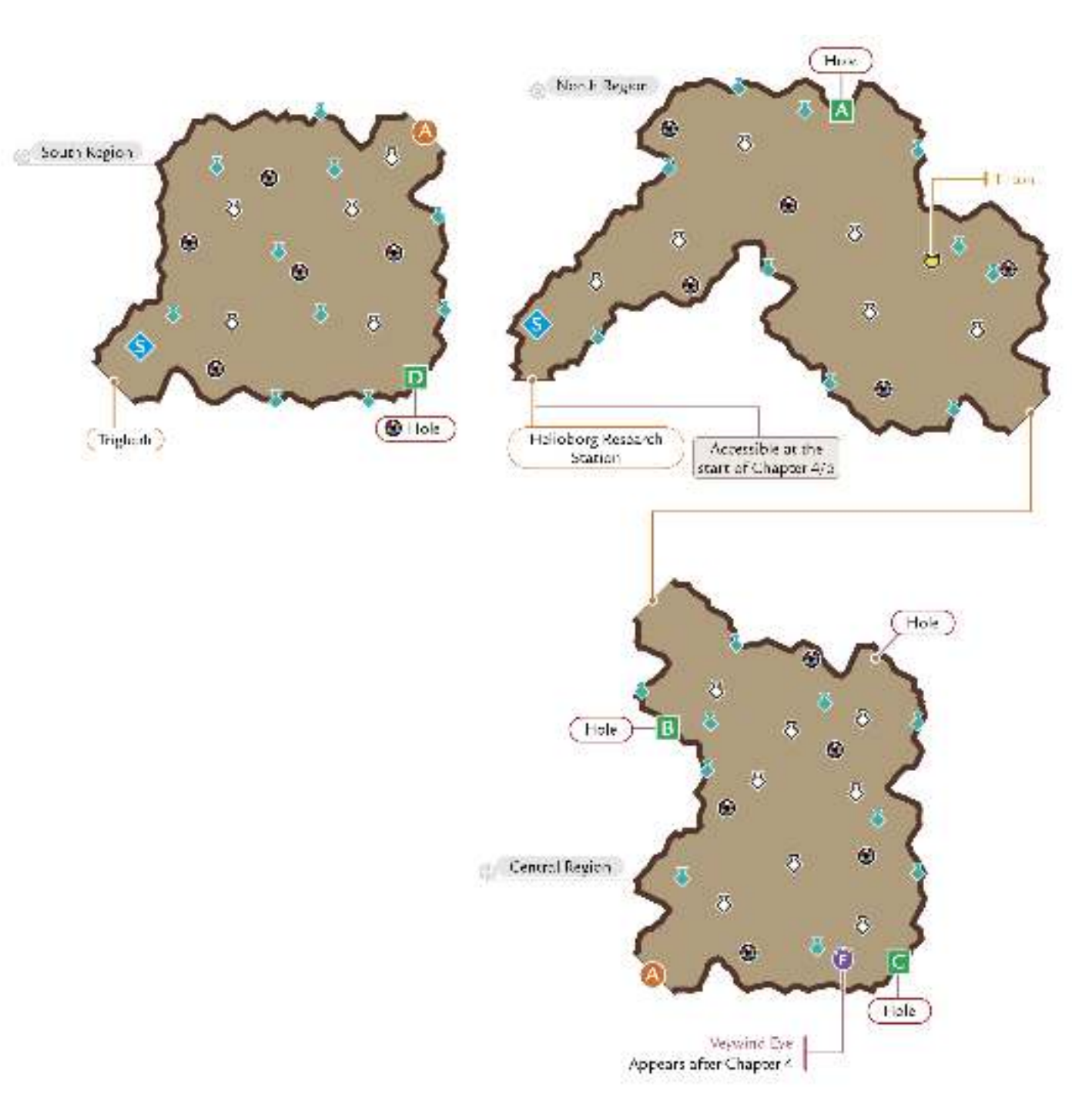
50 gald	18%
100 gald	16%
250 gald	12%
500 gald	10%
Apple Gel ×1	8%
Kitty Krisps ×1	8%
Beautiful Feathers ×1	8%
Lose Stick ×1	8%
Pudding Cake (Small) ×1	8%
Win Stick ×1	4%

Gathering Points

Rotten Bone ×1~3	22%
Beast Dung ×1~3	22%
Wood Chunk ×1~3	20%
Iron Sand ×1~3	18%
Wildgrass Seeds ×1~3	18%

TREASURES

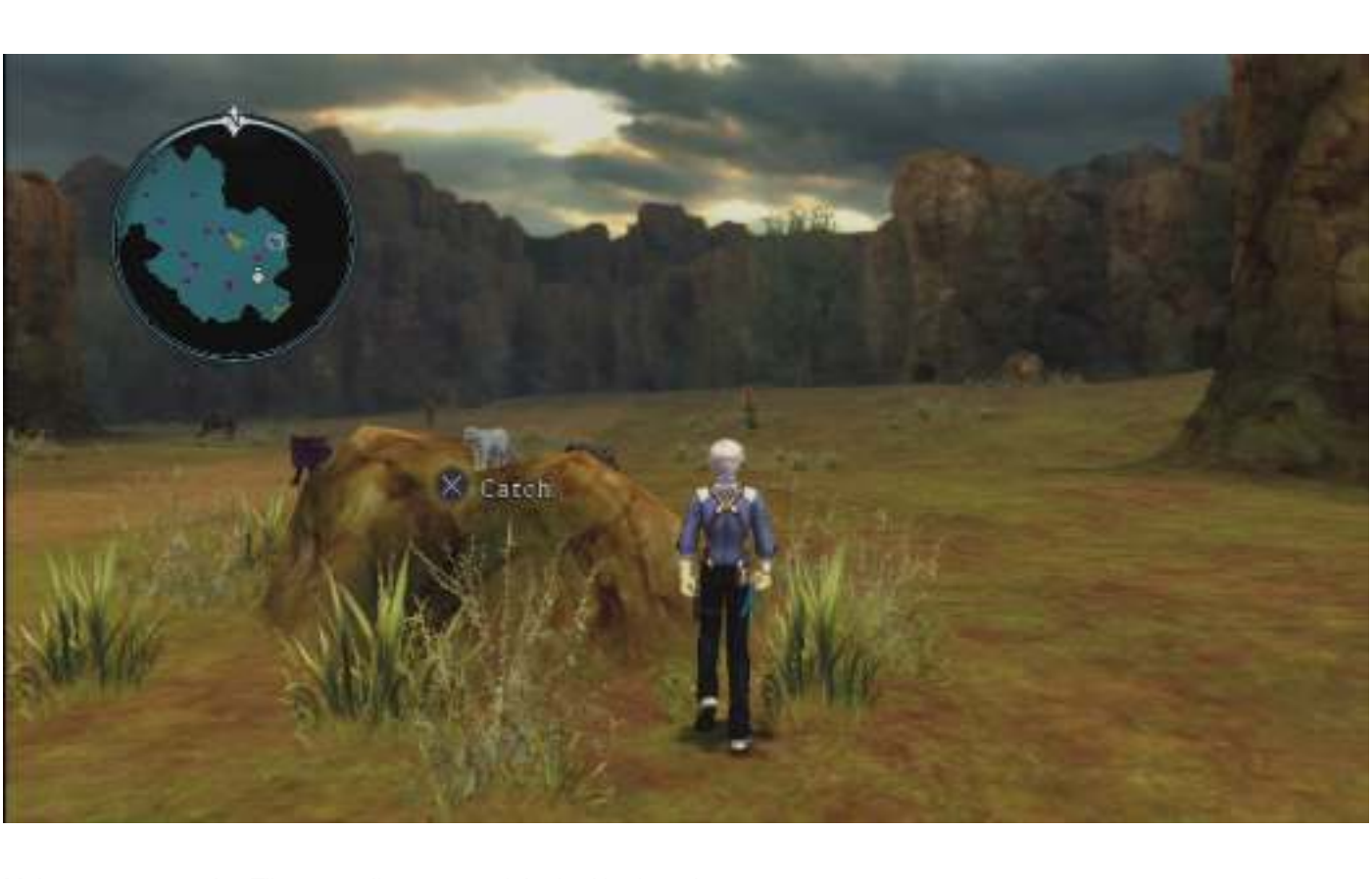
A	Chest	Boots ×1
B	Chest	1000 gald
C	Chest	Leather Coat ×1
D	Chest	Dark Bottle ×2



Explore Torbalan Highroad

Several random quests appear in the Job Bulletin that can earn you some quick gald in Alest Highroad. Also the Kitty Sightings quests will appear. If you haven't found the felines, backtrack to collect them in those previously explored areas. Torbalan Highroad is now accessible with its own set of Item, Monster, and Kitty Quests. Most of the enemies in Torbalan Highroad, except for the aerial Vulture, are weak to hammer strikes, but you don't have a sledgehammer yet! The monsters still won't put up too much of a challenge for your dual blades, but bring down the hammer on these enemies once you acquire it. One of the toughest foes to deal with are the Wild Boars that use the long-range attack Sigh of Despair. Run in back of the beast to get in close and neutralize its long-range advantage.

Enemies in this area appear in rather large groups, but if you are linked with Jude he can cover your back. However, quickly target and destroy the Terra Mandragoras due to their earth artes that can cause petrification.



Make sure not to miss Tilton standing on a rock in the North region.

When you make the 7000 gald debt payment, you have to make a choice which area you want to check out first. Marksburg is a short chapter while Helioborg is a lot larger and opens many new areas to explore.

Lift the restrictions on Marksburg or Helioborg?

L1: **Let's go with Marksburg.** (Chapter 4 is The Monster in the Alleyway)

R1: **Let's lift it on Helioborg.** (Chapter 4 is Spyrite Goes Haywire)

Note

Whichever place you choose will become Chapter 4 and the other will be Chapter 5.

Walkthrough

Chapter 4: The Monster in the Alleyway 1

Note

If you chose to go to Helioborg first, this will be Chapter 5.

Town

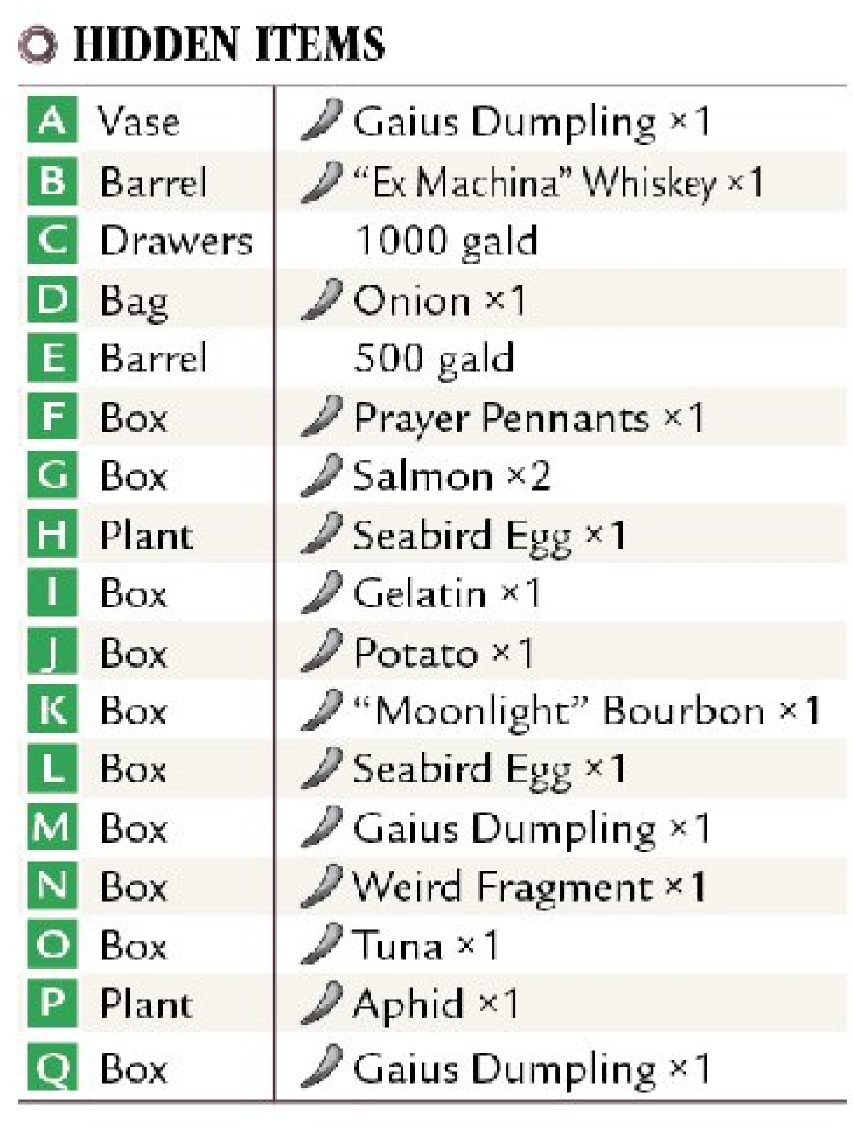
Marksburg

Required Teammates	Ludger Jude Leia
Inn Price	400–500 gald
Elemental ore	—
Enemies Level	—
Cats	Thomas, Lithia

Skits

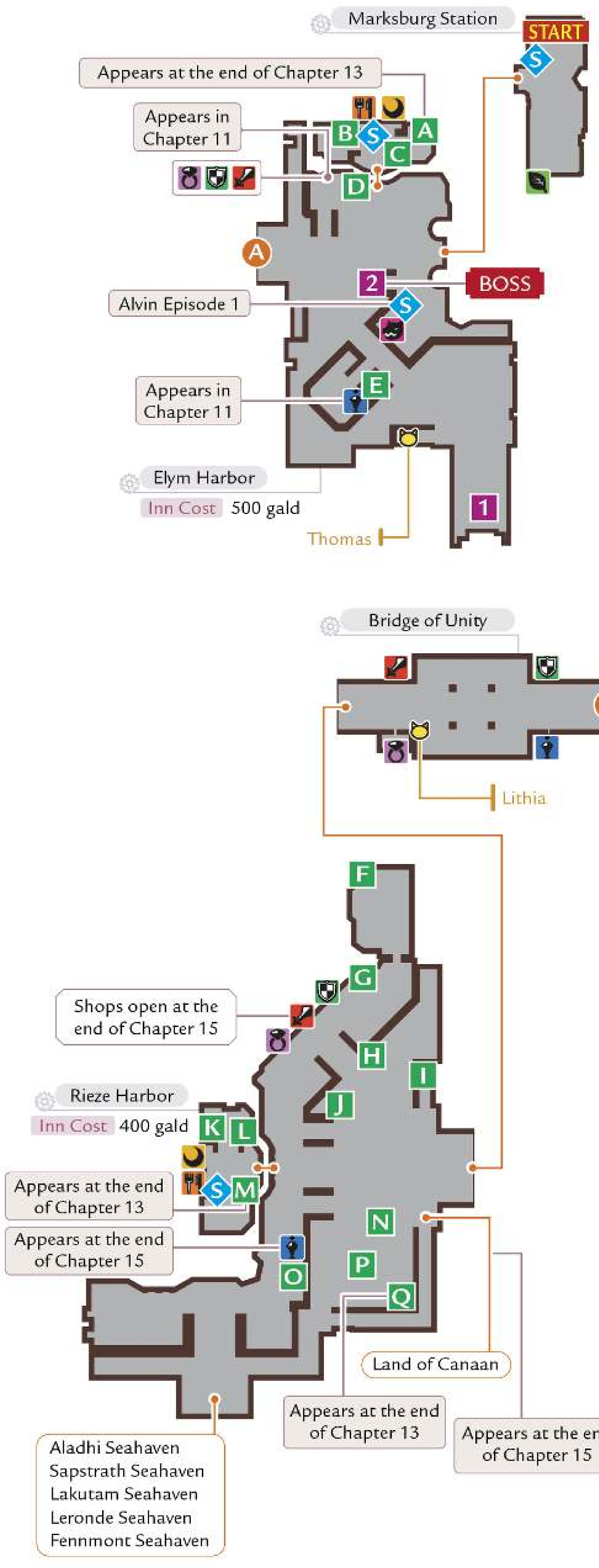
Start Time	Type	Name	Location	Condition	Choices	Required Members
Marksburg 2	Main	Leia the Reporter	Marksburg	Go to Marksburg Station	L1: Leia+250 R1: None	Ludger Jude Leia Elle

Marksburg

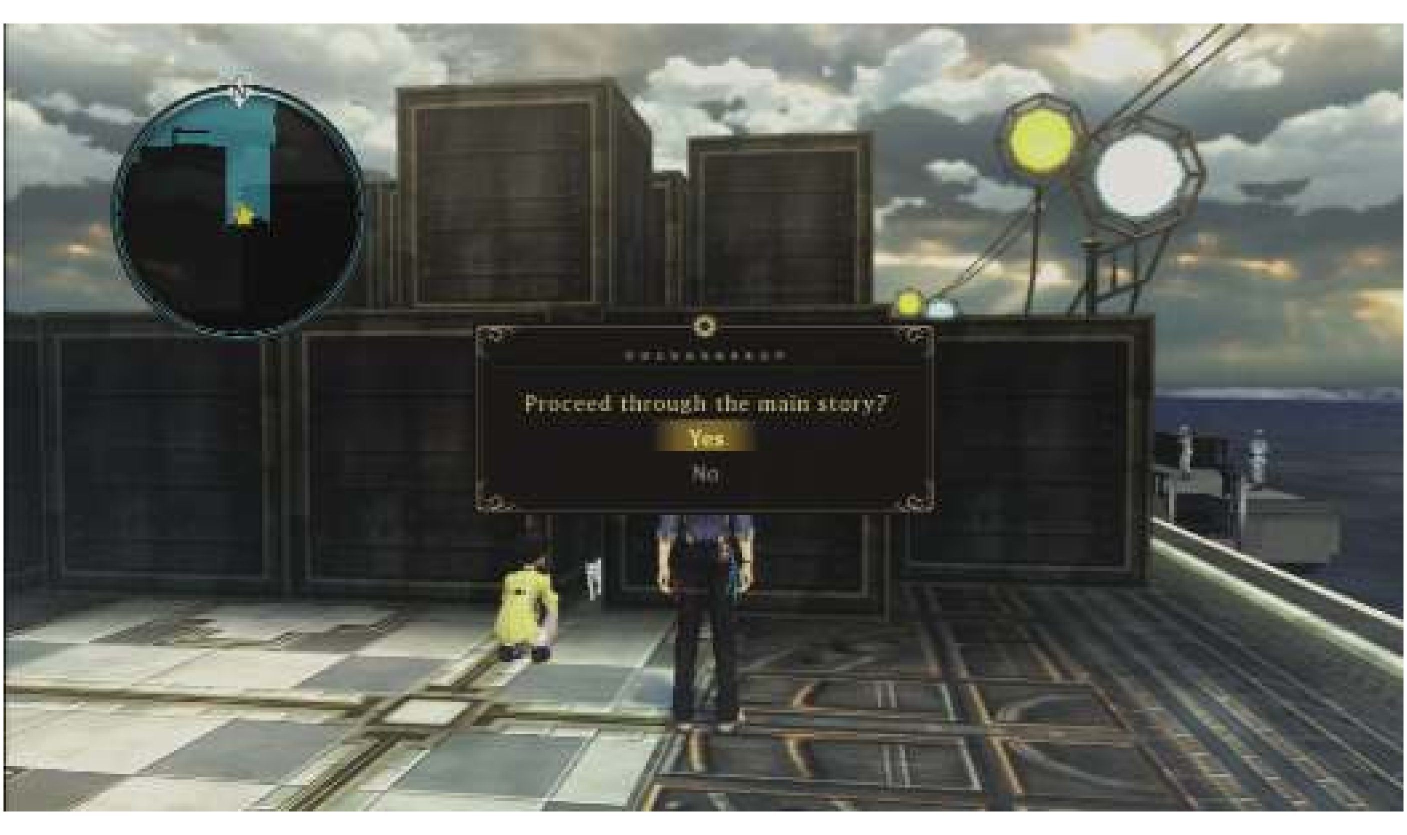


HIDDEN ITEMS

A	Vase	Gaius Dumpling ×1
B	Barrel	"Ex Machina" Whiskey ×1
C	Drawers	1000 gald
D	Bag	Onion ×1
E	Barrel	500 gald
F	Box	Prayer Pennants ×1
G	Box	Salmon ×2
H	Plant	Seabird Egg ×1
I	Box	Gelatin ×1
J	Box	Potato ×1
K	Box	"Moonlight" Bourbon ×1
L	Box	Seabird Egg ×1
M	Box	Gaius Dumpling ×1
N	Box	Weird Fragment ×1
O	Box	Tuna ×1
P	Plant	Aphid ×1
Q	Box	Gaius Dumpling ×1


Marksburg Station
START
S
Appears at the end of Chapter 13
Appears in Chapter 11
B
S
C
A
D
A
Alvin Episode 1
2
BOSS
S
Appears in Chapter 11
E
Elym Harbor
Inn Cost 500 gald
1
Thomas
Bridge of Unity
A
Lithia
F
G
Shops open at the end of Chapter 15
H
I
J
Rieze Harbor
Inn Cost 400 gald
K
L
Appears at the end of Chapter 13
S
M
Appears at the end of Chapter 15
N
O
P
Q
Land of Canaan
Appears at the end of Chapter 13
Appears at the end of Chapter 15
Aladhi Seahaven
Sapstrath Seahaven
Lakutam Seahaven
Leronde Seahaven
Fennmont Seahaven

Follow Up on the Lead

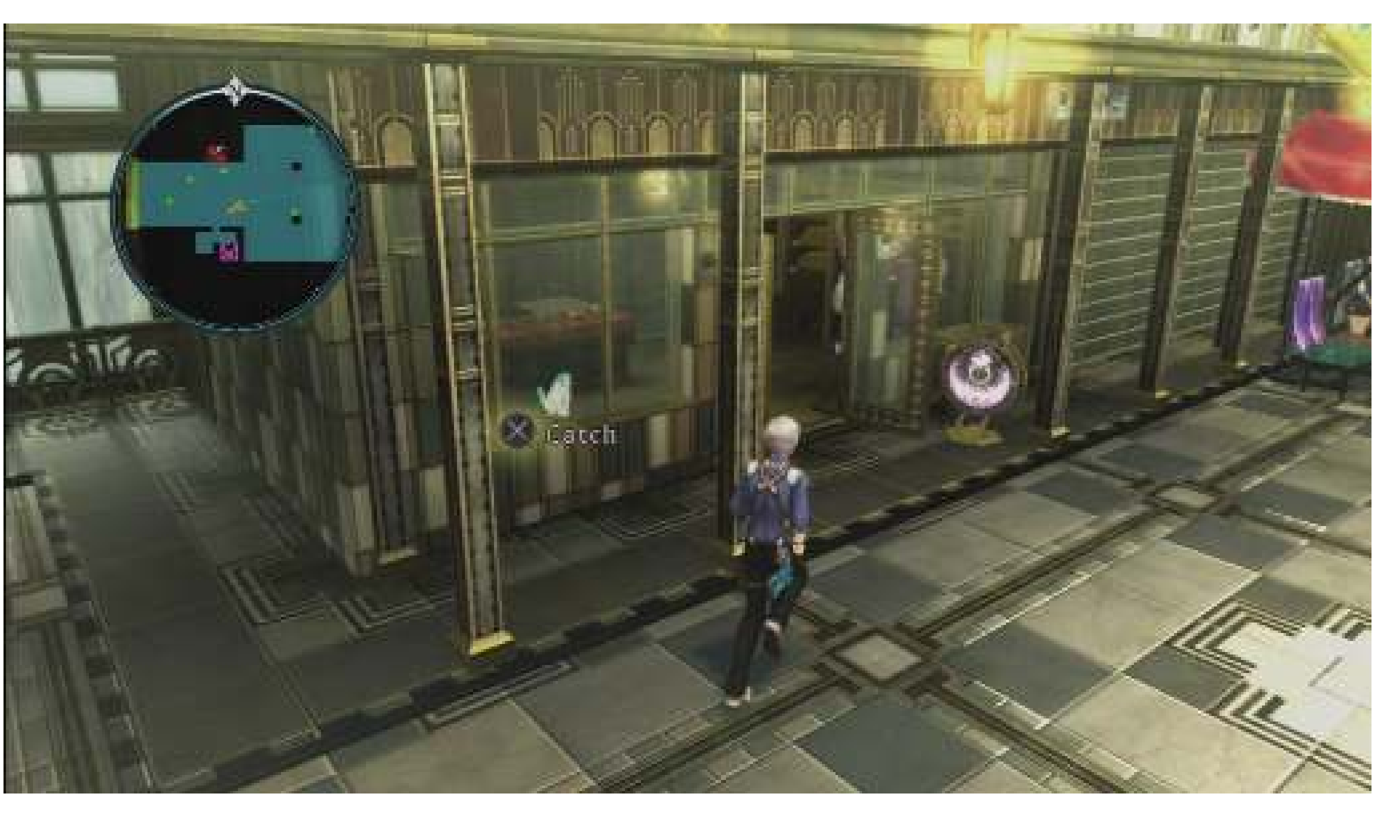

Proceed through the main story?
Yes
No

1 Explore Marksburg to collect all the items. When you're ready to start the chapter, go to the southern part of Elym Harbor to meet Leia.

I need to catch it for a special assignment.

L1: **I'll grab the cat for you.** (Leia affinity +300)	R1: **This looks like a job for Rollo.**

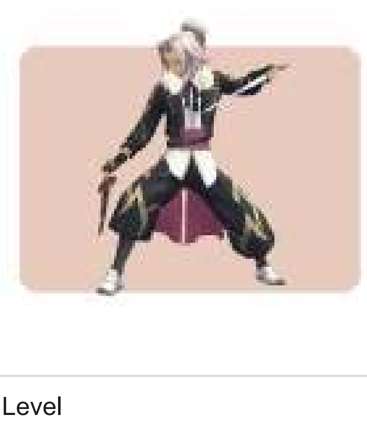
L1: **Elle affinity +300**	R1: **—**



Apparently the cat you encounter is named Julius and it's not exactly the lead you were hoping for. Still, Leia is an old friend of Jude, as well as a reporter, and she can help you track down some info on the train incident from one of her contacts in Duval. Before you make a quick departure, locate the roaming cats in the Bridge of Unity (Lithia) and Elym Harbor (Thomas).

2 As you try leave for Duval, Ivar will make a surprise appearance and challenge you to a one-on-one fight. This tutorial battle shows you how to use the sledgehammer. The important lesson from this fight is that the range and power of the sledgehammer is great for breaking a foe's Iron Stance.

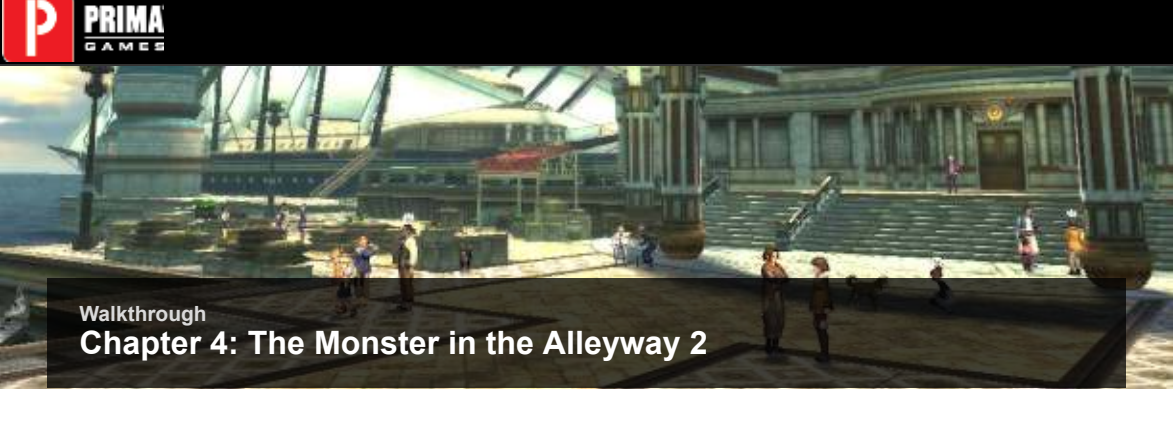
Boss Ivar



Level	8-12
Iron Stance	16
HP	10560–13440
Weak	✕
Strong	—
Absorbs	—

Drop	Lose Stick (100%) / Stalactite (100%)
Steal	—

Crushing Blow
808
1682 DAMAGE
5 POWER



Walkthrough

Chapter 4: The Monster in the Alleyway 2

Town

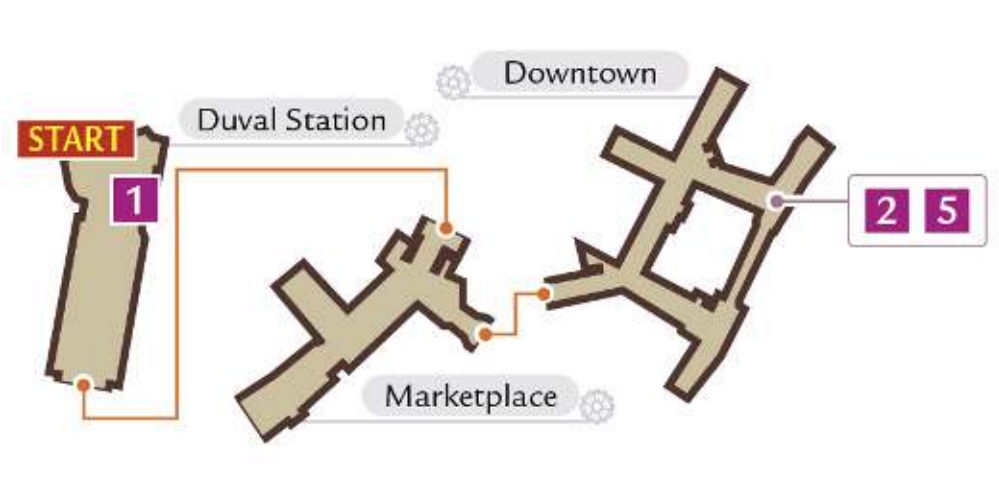
Duval 2—Fractured

Required Teammates	Ludger Jude Leia
Inn Price	300 gald
Elemental ore	—
Enemies Level	—
Cats	—

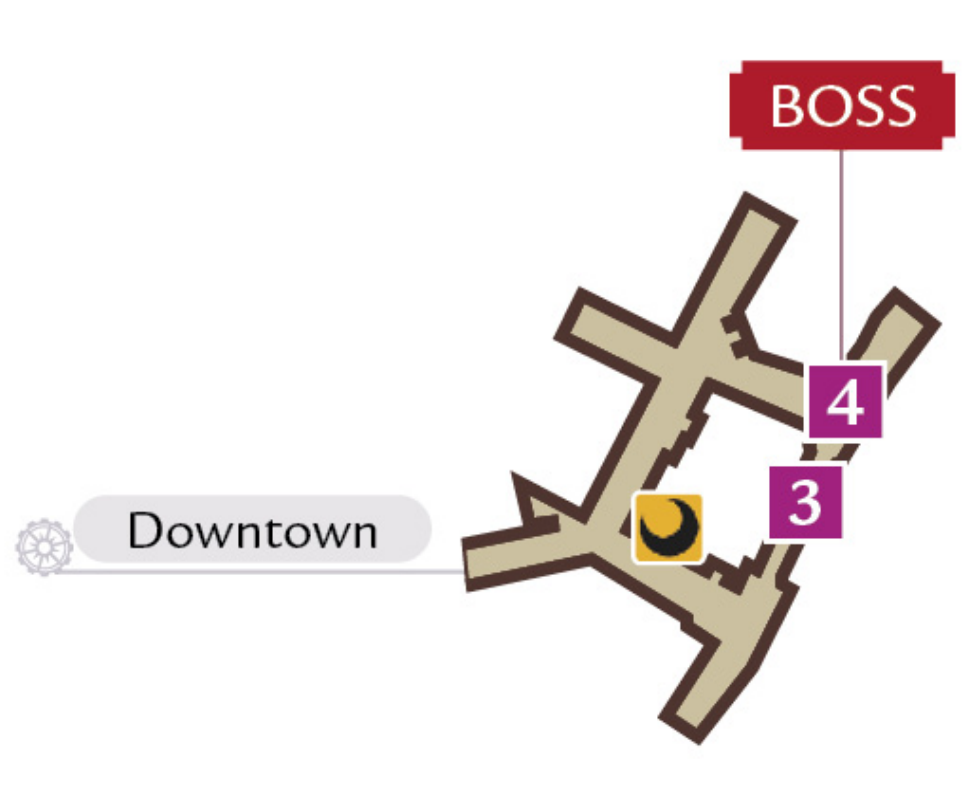
Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Duval 2 Duval (Fractured Dimension) 1	Etc.	The Warrant	Anywhere	—	L1: None R1: None	Ludger Jude Elle

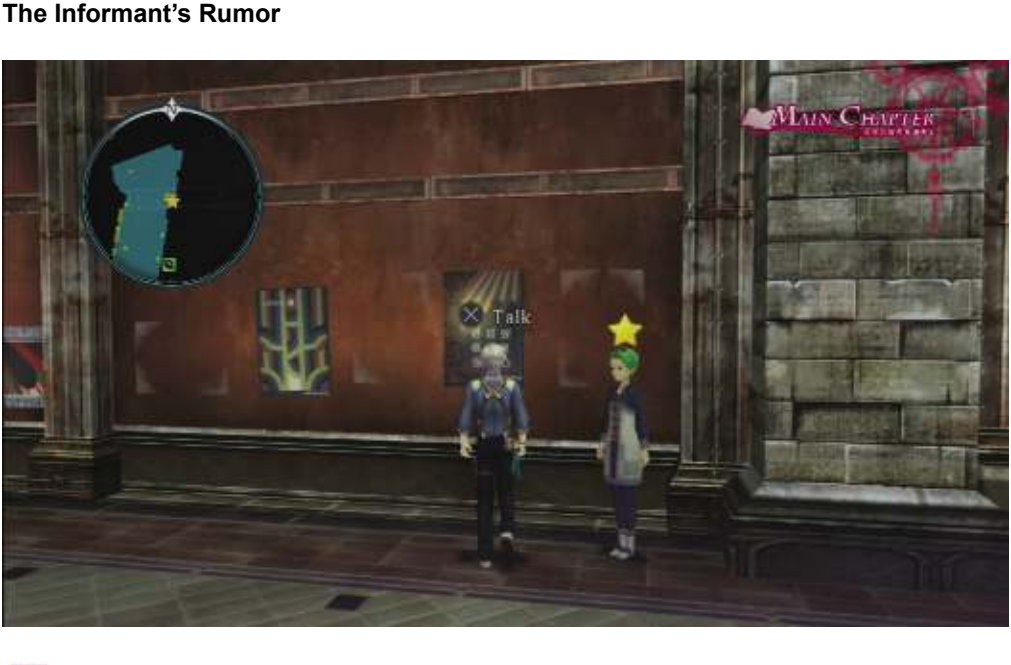
Duval


Downtown
START
Duval Station
1
2 5
Marketplace

Duval Fractured


BOSS
4
3
Downtown

The Informant's Rumor


Talk
Main Chapter

1 When you arrive in Duval, the informant is waiting at the train station. Her name is Jolyne and it should sound familiar if you've been to the Job Bulletin. Jolyne spins a yarn about some "demon" in the alleyways of Duval. Go to the Downtown area to check out the rumors.

2 3 Wander around the alleys until a band of agents ambushes your group. The resulting conflict will trigger another dimensional shift, but your group will still be in hot water.

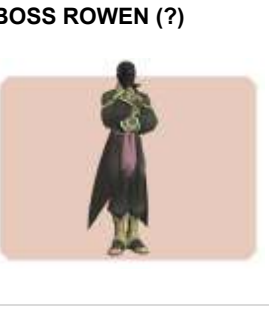
Braht Agents! (timed)

L1: **What do you want with Jude?**

R1: **Save Jude!** (Jude affinity +250)

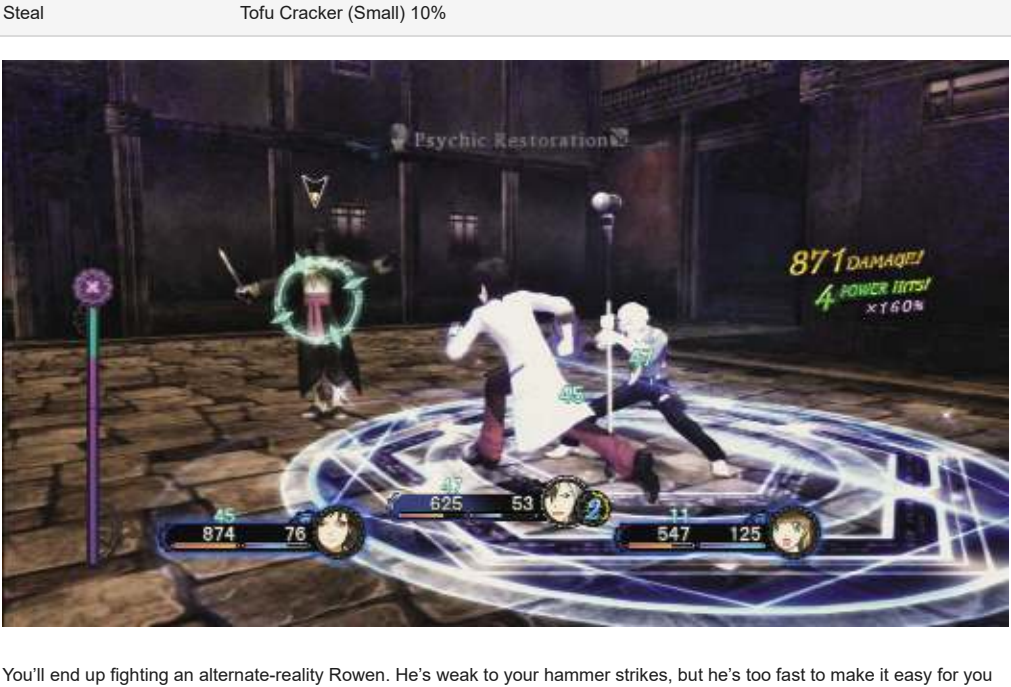
4 Rowen shows up to save your team from the ambush, but in this version of Elympios he's not the friendly old traveling buddy Jude remembers.

BOSS ROWEN (?)



Level	8–12
Iron Stance	16
HP	2777-34869
Weak	● ●
Strong	●
Absorbs	—

Drop	Dark Bottle (100%)
Steal	Tofu Cracker (Small) 10%


Psychic Restoration
871 DAMAGE!
4 POWER HITS!
874 76
625 53
547 125

You'll end up fighting an alternate-reality Rowen. He's weak to your hammer strikes, but he's too fast to make it easy for you to land a hit. Instead, wait until he begins casting a spell arte or attacks one of your allies and then let him have it. When he runs low on HP, he'll enter Over Limit and repeatedly cast powerful artes. Use Linked Artes after a successful Power Hit to deal massive damage and quickly finish him off.

Welcome Rowen to the Party

Would you be so kind as to allow me to accompany you henceforth?

5 When the alternate Rowen is dispatched, your group teleports back to your world. The real Gaius and Rowen arrive to break up the previous ambush by the agents. The dimension-hopping episodes are getting out of hand and Rowen asks to join your journey to find out more about them.

How will you address him?

L1: **Thank you, Erston.** (Gaius affinity +400)

R1: **You've been a big help, Your Highness.**

Would you allow me to accompany you?

L1: **Certainly.** (Rowen affinity +300)

R1: **A geezer like you?**

Debt Repayment Interval 4–5

Payment required	10000 gald

Elite Monster info

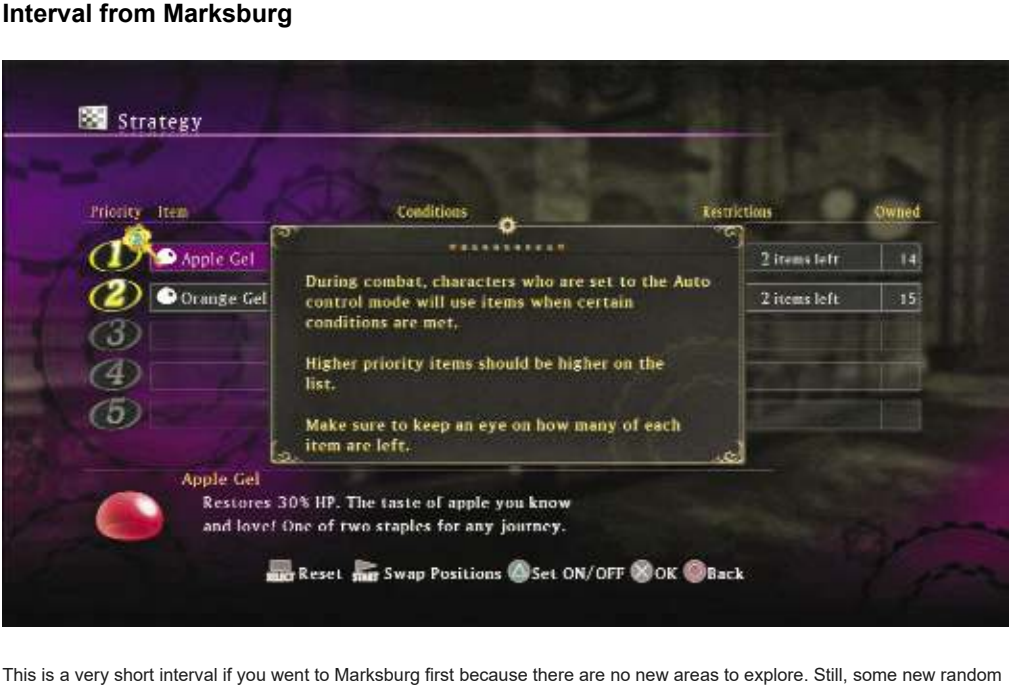
Terror of the Skies: Veywind Eye!

Client	Location	Rewards
Spirius Corp.	Torbalan Highroad	12000 gald, 3600 Points

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	The Evil Chancellor?!	Anywhere	Before debt repayment *1	—	Ludger Rowen Leia Elle
Debt Repayment Interval	Main	A Tale of Two Countries	Marksburg	Before debt repayment *1	—	Jude Rowen Leia Elle
Debt Repayment Interval	Main	Call from Nova (3)	Anywhere	After debt repayment *2	—	Ludger Elle
Debt Repayment Interval	Main	Call from Nova (4)	Anywhere	After debt repayment *3	—	Ludger Elle
Debt Repayment Interval	Etc.	Something's Changed	Marksburg	After debt repayment *1	—	Jude Rowen Leia

Interval from Marksburg


Strategy
Priority
Item
Conditions
Restrictions
Owned
1
Apple Gel
2 items left
14
2
Orange Gel
2 items left
15
3
4
5
Reset
Swap Positions
Set ON/OFF
OK
Back

During combat, characters who are set to the Auto control mode will use items when certain conditions are met.

Higher priority items should be higher on the list.

Make sure to keep an eye on how many of each item are left.

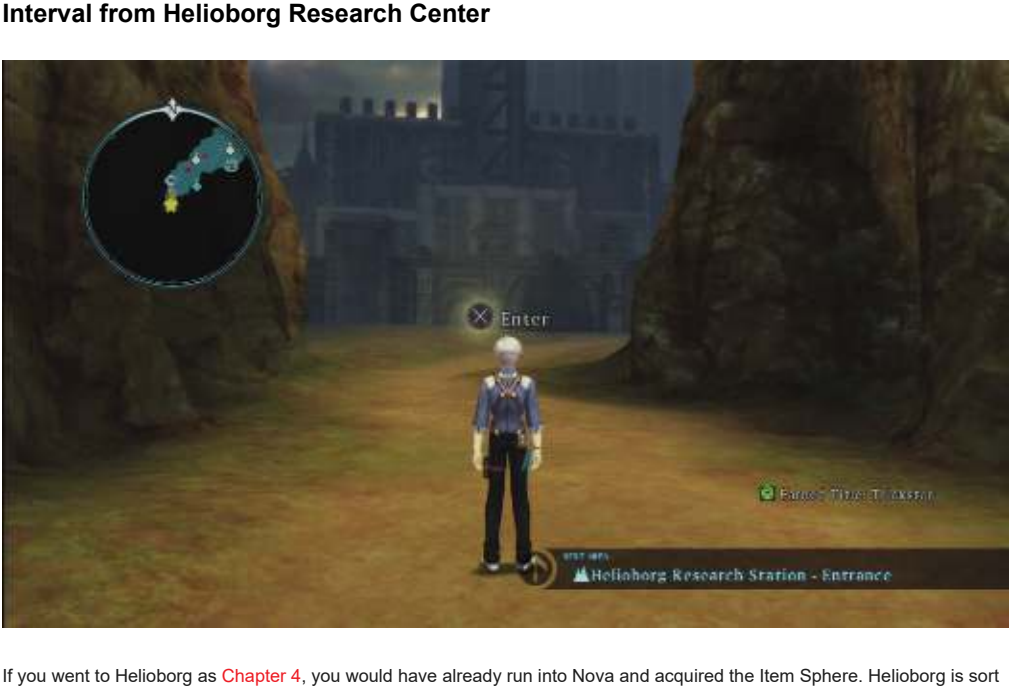
Apple Gel

Restores 30% HP. The taste of apple you know and love! One of two staples for any journey.

This is a very short interval if you went to Marksburg first because there are no new areas to explore. Still, some new random jobs are available at the Job Bulletin for Alest and Torbalan Highroads. It's worth checking them out if you want to grind some monsters or finish item deliveries with items the cats dragged in. When you're done with odd jobs, head out of Trigleph to Torbalan Highroad to run into Nova. She gives you a "family heirloom" known as the Item Sphere. This home shopping network special unlocks the Auto-Items function that allows characters you aren't controlling to use items. Once the debt for the interval is paid, you have to walk through all three sections of Torbalan Highroad to reach the Helioborg Research Station to start Chapter 5.

New Item—Item Sphere

Interval from Helioborg Research Center


Enter
Helioborg Research Station - Entrance

If you went to Helioborg as Chapter 4, you would have already run into Nova and acquired the Item Sphere. Helioborg is sort of a hub to many new areas of the game, and once it's completed there are a lot of new places to check out.

Debt Repayment Interval 4–5

Field

Rusalle Highroad

Inn Price	—
Elemental Ore	9–30
Enemies Level	12–16 / 23–30 after Chapter 7 1
Cats	Keke, Keisha

Enemies

Gun Tortoise

Type	●
HP	1971/3021
Weak	● ●
Strong	● ●

Cave Chirpee

Type	●
HP	1646/2566
Weak	● ● ●
Strong	●

King Cockatrice

Type	●
HP	1646/2566
Weak	● ●
Strong	● ●

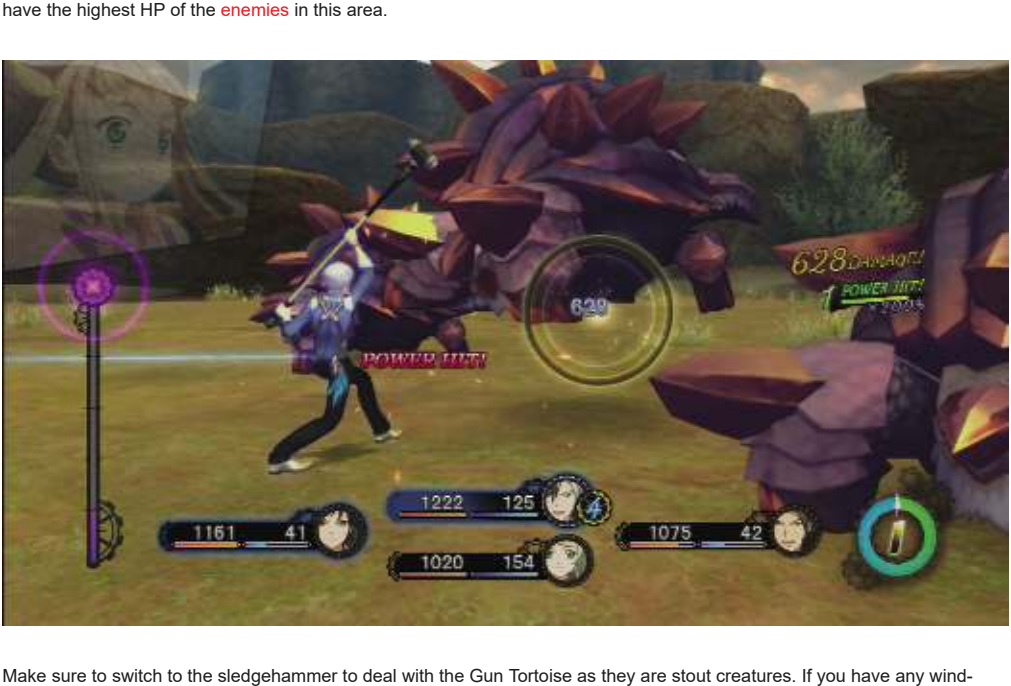
Cave Plant

Type	●
HP	3540/5520
Weak	●
Strong	● ●

Rummage Through Rusalle Highroad

Spit Fire
293 DAMAGE!
2 POWER HITS!
1129 91
1222 125
876 153
1403 48

During this interval, the enemies are not as tough as they will be later on. The King Cockatrice have a long-range Spit Fire attack, so use free run to get in back or up close quickly and slash them continually with dual blades to cancel their attacks. The Cave Plants are also weak to slash attacks and the speed of your blades can make short work of them, even though they have the highest HP of the enemies in this area.


628 DAMAGE!
POWER HIT!
1161 41
1222 125
1020 154
1075 42

Make sure to switch to the sledgehammer to deal with the Gun Tortoise as they are stout creatures. If you have any wind-related artes, it will be even easier to exploit their weakness.

Rusalle Highroad

TREASURES

A	Chest	Lamellar Guard ×1
B	Chest	Stun Bracelet ×1
C	Chest	2800 gald

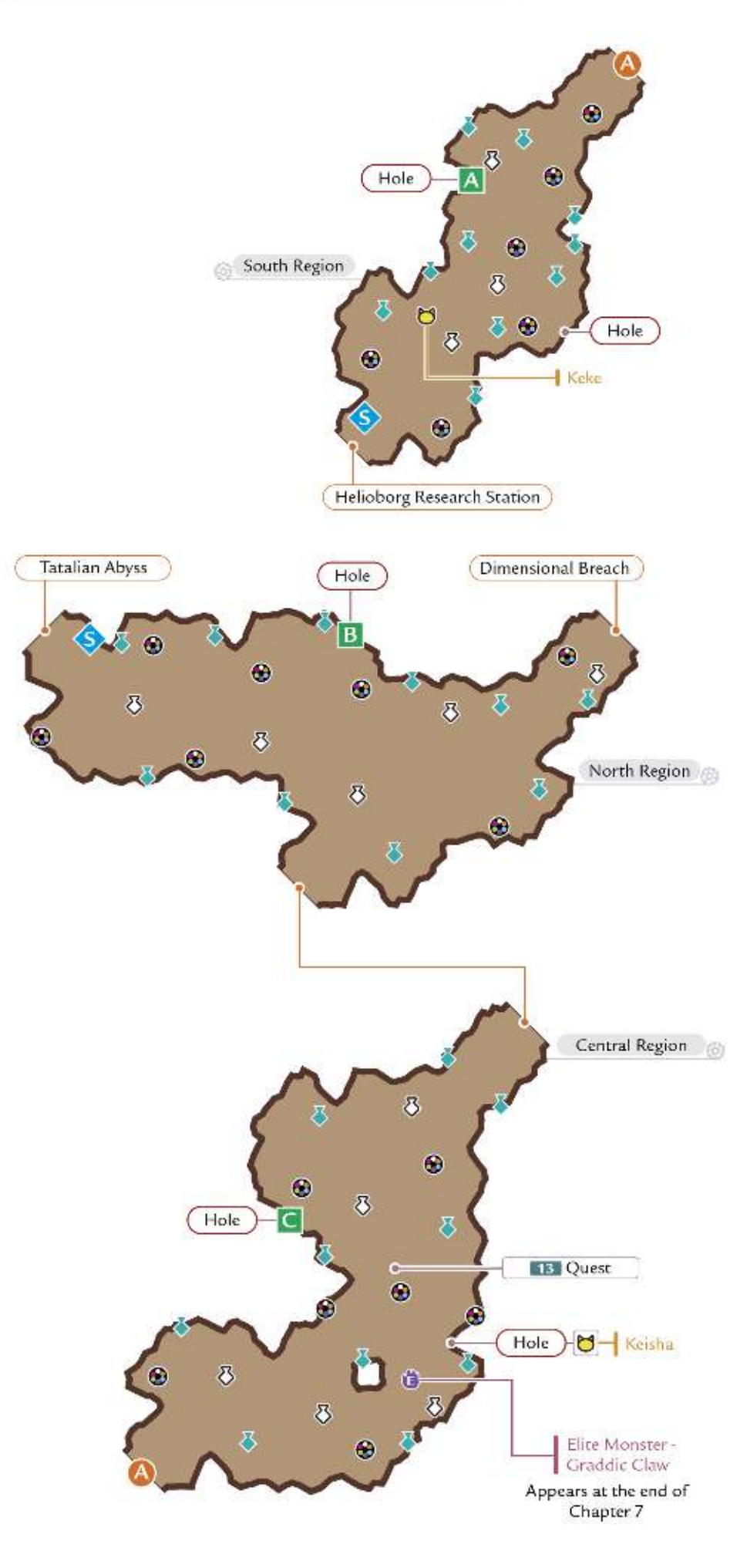
RANDOM ITEMS

Loot Bag

50 gald	18%
100 gald	16%
250 gald	12%
500 gald	10%
Apple Gel ×1	8%
Kitty Krisps ×1	8%
Lose Stick ×1	8%
Weird Fragment ×1	8%
Mabo Curry (Small) ×1	8%
Win Stick ×1	4%

Gathering Points

Rotten Bone ×1~3	20%
Beast Dung ×1~3	20%
Iron Sand ×1~3	18%
Wood Chunk ×1~3	18%
Wildgrass Seeds ×1~3	16%
Copper Ore ×1~2	8%


A
Hole
A
South Region
Hole
Keke
S
Helioborg Research Station
Tatalian Abyss
Hole
Dimensional Breach
S
B
North Region
Central Region
Hole
C
13 Quest
Hole
Keisha
Elite Monster - Graddic Claw
Appears at the end of Chapter 7
A

There are two cats to locate in this area. Keke is getting some shade under a tree in the South Region and Keisha is inside a cave on the eastern wall of the Central Region.

Debt Repayment Interval 4–5

Dungeon

Tatalian Abyss

Inn Price	—
Elemental Ore	9–30
Enemies Level	25–29 / 47–51 after Chapter 10
Cats	Pebbles, Torche

Enemies

Neo Dragon

Type	●
HP	11760/19680
Weak	● ●
Strong	●

Burrow Goblin

Type	●
HP	2734/4575
Weak	● ●
Strong	●

Blade Beak

Type	●
HP	3116/5215
Weak	● ●
Strong	●

Lizardman

Type	●
HP	3116/5215
Weak	● ●
Strong	●

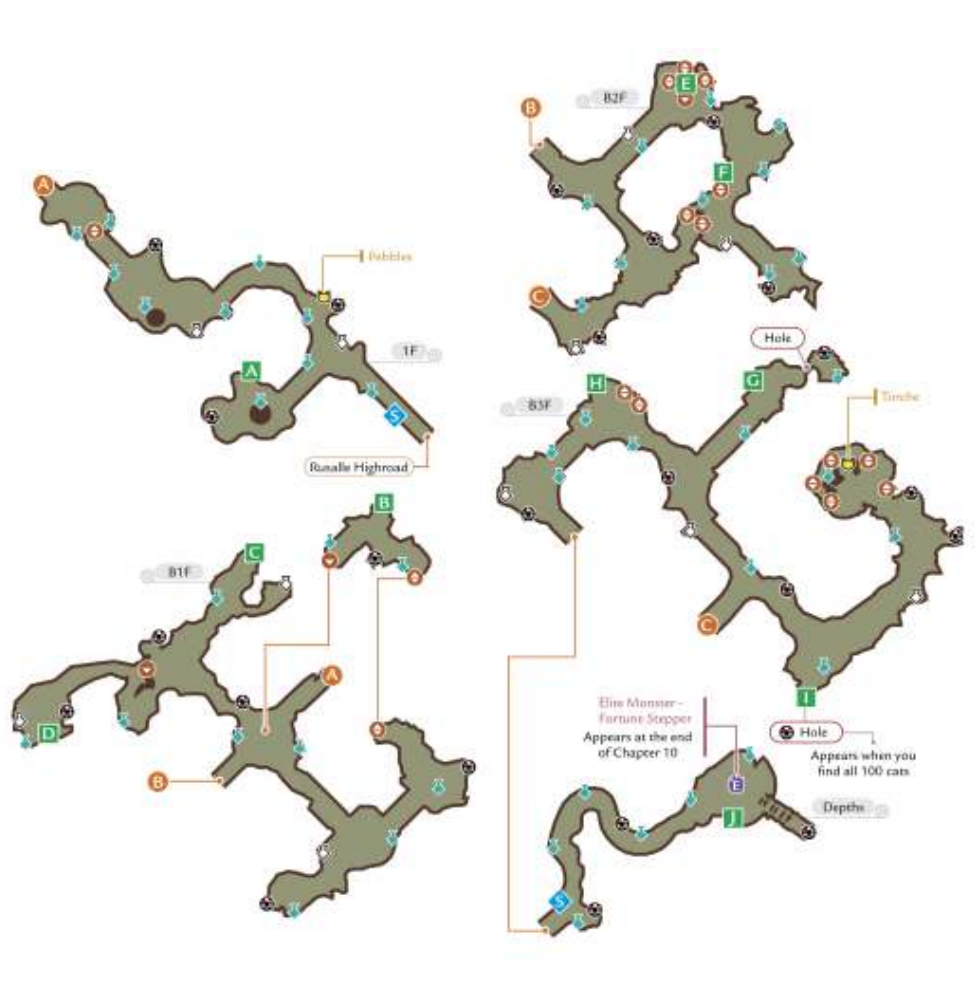
Tatalian Abyss

TREASURES

A	Chest	Dark Bottle ×3
B	Chest	3000 gald
C	Chest	Sage ×1
D	Chest	Leather Boots ×2

ITEM DATA

E	Chest	Weird Fragment ×3
F	Chest	3500 gald
G	Chest	Round Straw Hat ×1
H	Chest	2500 gald
I	Chest	Kitty Cap ×1
J	Chest	5500 gald


B2F
Pebbles
1F
Rusalle Highroad
B1F
B3F
Hole
Torche
Elite Monster - Fortune Stepper
Appears at the end of Chapter 10
Hole
Appears when you find all 100 cats
Depths

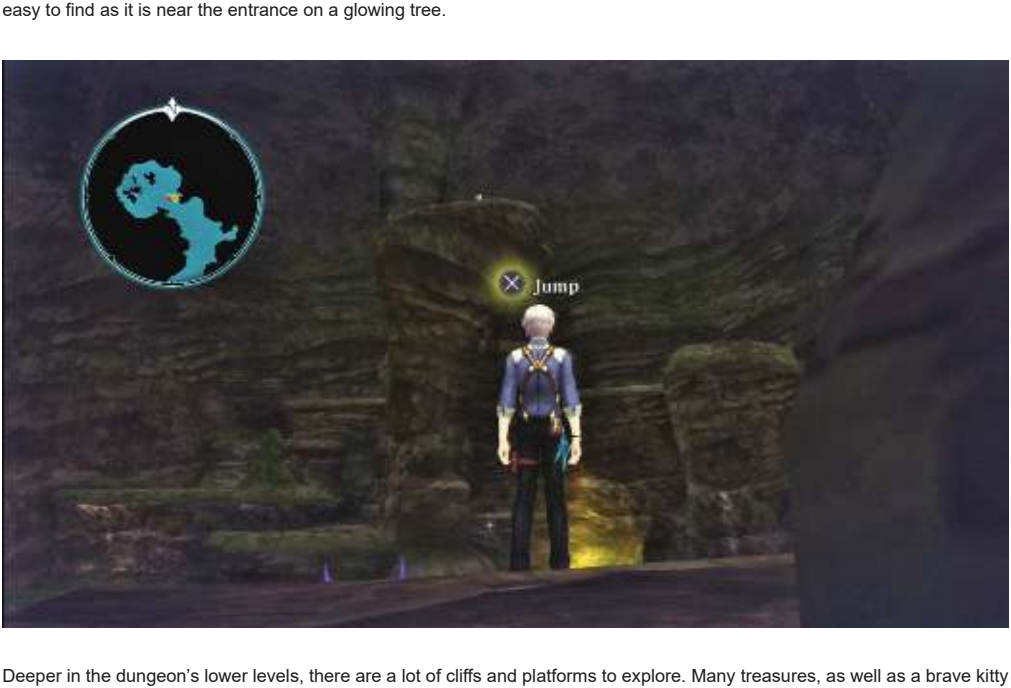
Proceed with Caution

This is a very tough area to tackle early on. In fact, the enemies are 10 levels higher than those in the previous areas! It's probably a good idea to hold off on this section until your party hits a higher level, but if you have been grinding there is about 14000 gald and there are lots of items to collect. If you are brave enough to venture into this dungeon early, make sure to use wind artes to take advantage of all the monsters' weaknesses in this area.

Pow Hammer
122
121
69
1180 DAMAGE!
11 HITS!
1161 27
1170 113
875 134
1419 19

The Neo Dragon is the most dangerous foe in this area and should be avoided unless you are up to the challenge. It has powerful attacks and tons of HP to absorb damage. When it is encountered in a mixed group of enemies, wipe out the weaker foes first and let the whole team tackle the dragon. If the massive monster dives underground, immediately block to avoid its surprise attack. Aim for its head, which is its weak spot, and try to capitalize when it is knocked down with an all-out assault.

Not only are the creatures tough to contend with, this area is somewhat tricky to navigate. Luckily the first cat, Pebbles, is easy to find as it is near the entrance on a glowing tree.



Deeper in the dungeon's lower levels, there are a lot of cliffs and platforms to explore. Many treasures, as well as a brave kitty named Torche (barely peeking out over the ridge of the tallest pillar), can be found on the top of the series of platforms.

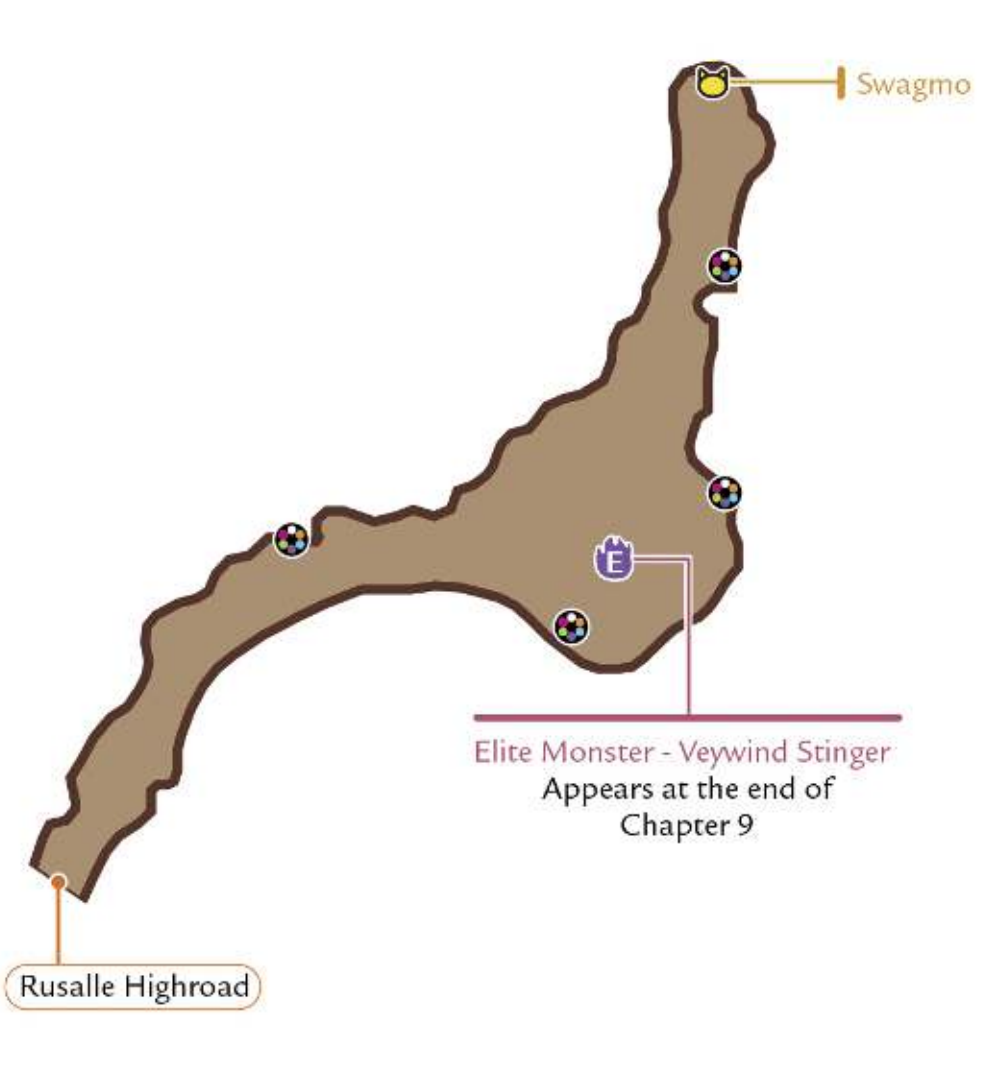
Debt Repayment Interval 4–5

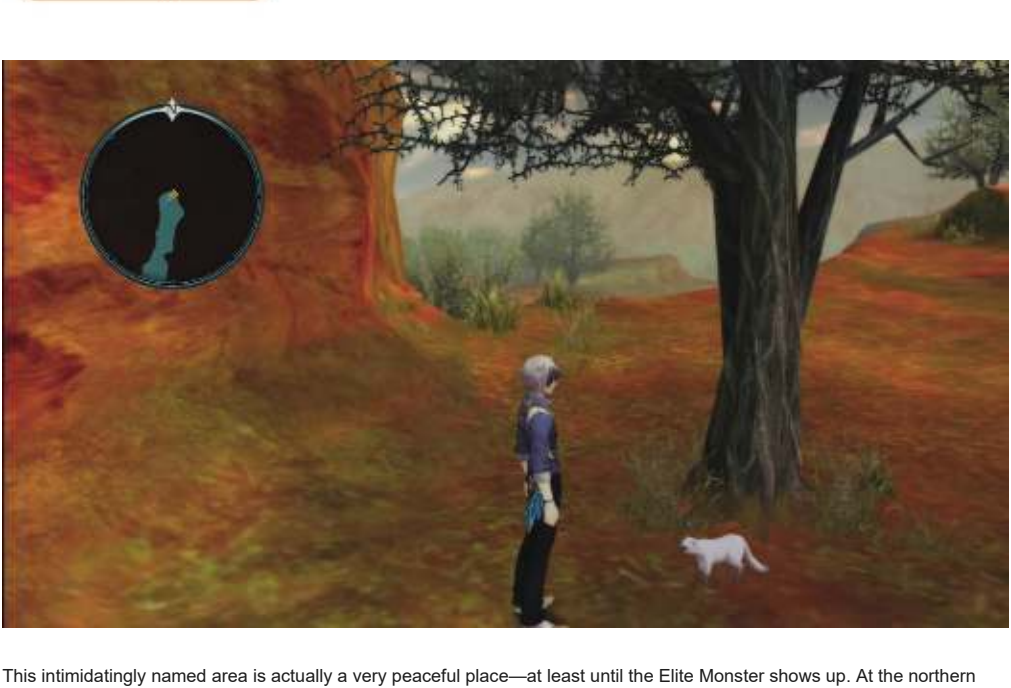
Dungeon

Dimensional Breach

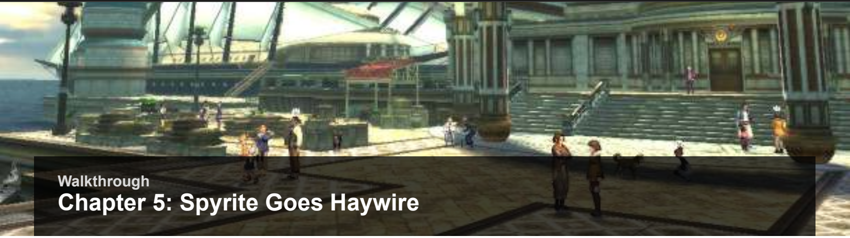
Inn Price	—
Elemental Ore	9–30
Enemies Level	—
Cats	Swagmo

Dimensional Breach


Swagmo
Elite Monster - Veywind Stinger
Appears at the end of Chapter 9
Rusalle Highroad



This intimidatingly named area is actually a very peaceful place—at least until the Elite Monster shows up. At the northern end, Swagmo the cat is lounging under a tree. The other important thing to note about this place is that there is a lot of Elemental Ore in close proximity with no monsters to deal with. Each time you enter the area, the ore will respawn in several spots, making this a good place to upgrade your skills.



Walkthrough

Chapter 5: Spyrite Goes Haywire

Note

If you chose to go to Helioborg first, this will be Chapter 4.

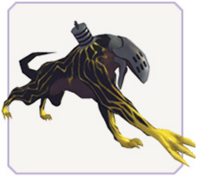
Dungeon

Helioborg Research Station

Required Teammates	Ludger Jude
Inn Price	—
Elemental ore	4–30
Enemies Level	9–13
Cats	Narcissus

Enemies

Vortex Wolf



Type	
HP	1395
Weak	
Strong	—

Spyrix Sentry 2.0

Type	
HP	3000
Weak	
Strong	

Meniphto

Type	
HP	1589
Weak	
Strong	

Vortex Scorpion

Type ●	
HP	1589
Weak	● ●
Strong	—

Exodus Stalwart

Type ●	
HP	1500
Weak	● ●
Strong	●

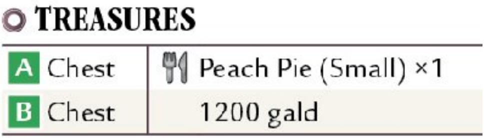
Exodus Infiltrator

Type ●	
HP	1500
Weak	● ●
Strong	●

Skits

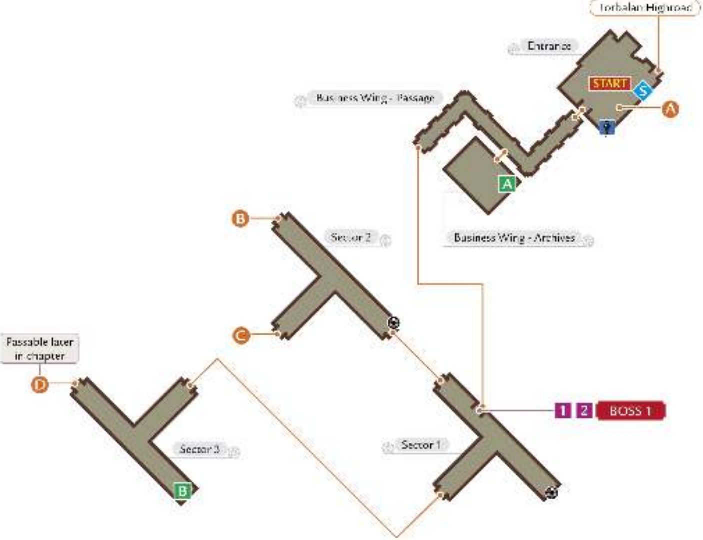
Start Time	Type	Name	Location	Condition	Choices	Required Members
Helioborg Research Station-Helioborg Research Station (Fractured Dimension) D	Etc.	Teepo vs Rollo	Helioborg Research Station (Fractured Dimension)	Military Research Wing 11F - Passageway		Elize
Helioborg Research Station-Helioborg Research Station (Fractured Dimension) 5	Main	Alvin and Elize	Helioborg Research Station (Fractured Dimension)	Military Research Wing 10F - Passageway	L1: Alvin+250 R1: None	Ludger Jude Alvin Elize
Helioborg Research Station-Helioborg Research Station (Fractured Dimension) 5	Main	The Terror Group, Exodus	Helioborg Research Station (Fractured Dimension)	Military Research Wing 11F - Passageway		Jude Alvin Elize
Helioborg Research Station-Helioborg Research Station (Fractured Dimension) G	Etc.	A Year Ago	Helioborg Research Station	—		Jude Alvin Elize

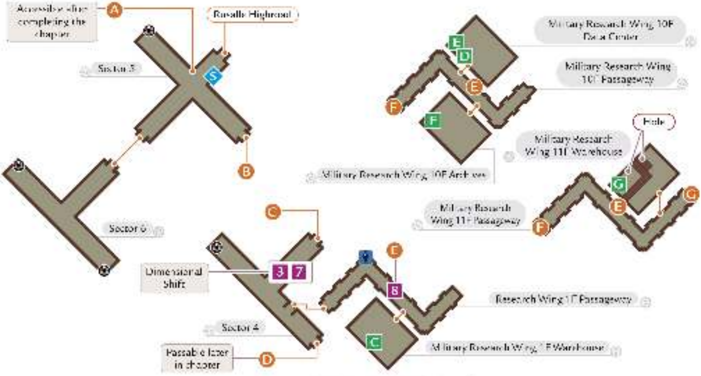
Helioborg Research Station

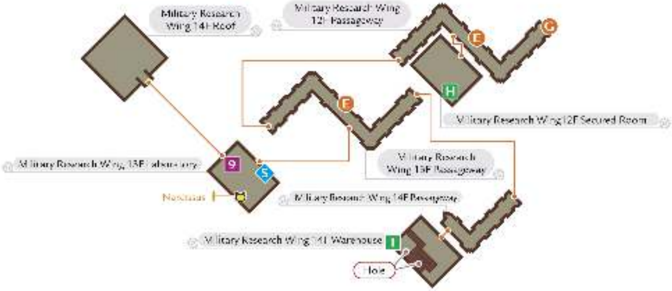


TREASURES

A Chest	Peach Pie (Small) ×1
B Chest	1200 gald


Torbalan Highroad
Entrance
START
S
A
Business Wing - Passage
A
Business Wing - Archives
B
Sector 2
C
Passable later in chapter
D
1
2
BOSS 1
Sector 3
Sector 1
B

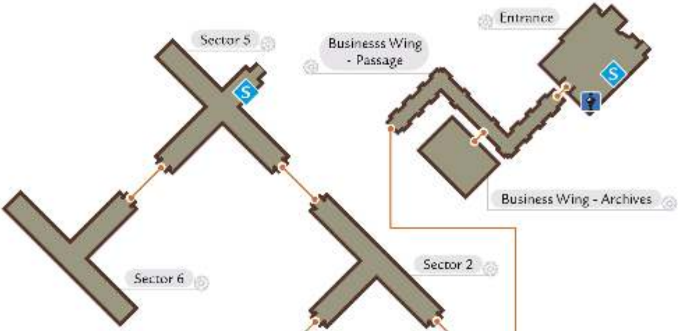

Accessible after completing the chapter
A
Rusalk Highroad
Sector 5
S
B
Sector 6
C
Dimensional Shift
3
7
Sector 4
Passable later in chapter
D
Military Research Wing 10F Data Center
E
D
Military Research Wing 10F Passageway
E
F
F
Military Research Wing 10F Archives
Hole
Military Research Wing 11F Warehouse
G
E
G
Military Research Wing 11F Passageway
F
E
B
Research Wing 1F Passageway
C
Military Research Wing 1F Warehouse

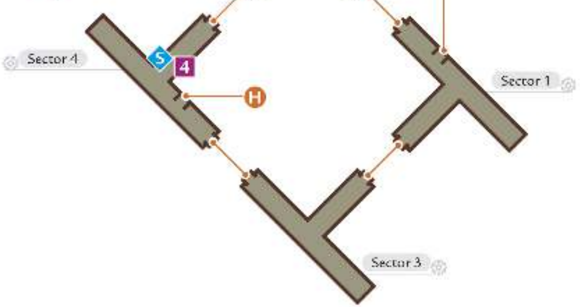

Military Research Wing 14F Roof
Military Research Wing 12F Passageway
E
G
F
H
Military Research Wing 12F Secured Room
Military Research Wing 13F Laboratory
9
S
Military Research Wing 13F Passageway
Military Research Wing 14F Passageway
Military Research Wing 14F Warehouse
I
Hole

Helioborg Research Station Fractured

TREASURES

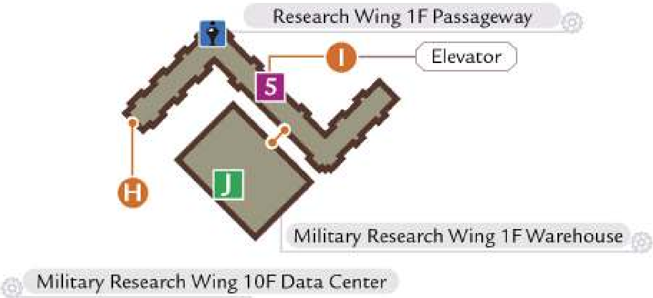
C	Chest	Soda Rice (Small) ×1
D	Chest	1000 gald
E	Chest	Copper Ore ×3
F	Chest	Leather Cape ×1
G	Chest	Leather Boots ×1
H	Chest	3000 gald
I	Chest	Bronze Circlet ×1

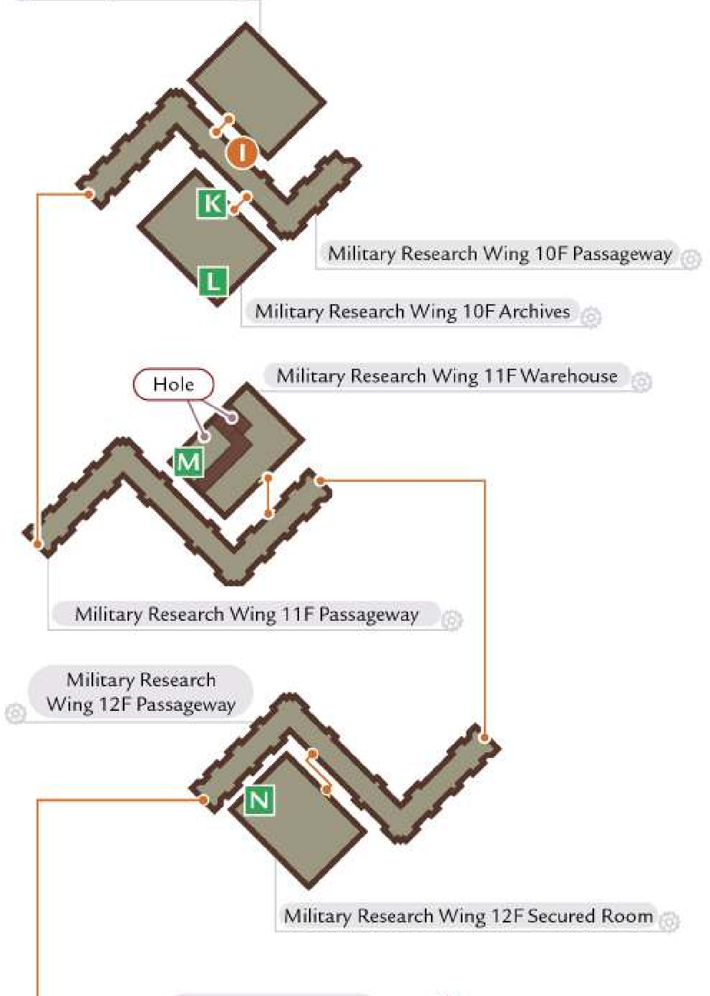

Sector 5
S
Businesss Wing - Passage
Entrance
S
Business Wing - Archives
Sector 2
Sector 6

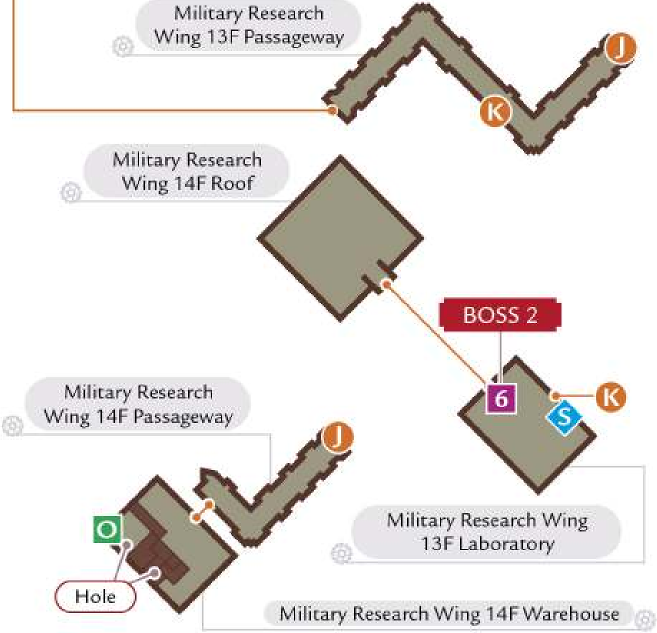

Sector 4
S
4
H
Sector 1
Sector 3

TREASURES

J	Chest	Silk Cloak ×1
K	Chest	Iron Helm ×1
L	Chest	1800 gald
M	Chest	Lamellar Leather ×1
N	Chest	Pretty Ribbon ×1
O	Chest	2500 gald


Research Wing 1F Passageway
Elevator
I
5
J
H
Military Research Wing 1F Warehouse
Military Research Wing 10F Data Center


I
K
L
Military Research Wing 10F Passageway
Military Research Wing 10F Archives
Hole
Military Research Wing 11F Warehouse
M
Military Research Wing 11F Passageway
Military Research Wing 12F Passageway
N
Military Research Wing 12F Secured Room


Military Research Wing 13F Passageway
J
K
Military Research Wing 14F Roof
BOSS 2
6
K
S
Military Research Wing 14F Passageway
J
O
Hole
Military Research Wing 13F Laboratory
Military Research Wing 14F Warehouse

Find Balan

I used to count myself among their members. Still wanna trust me?

The security system has been hijacked! Several goodwill ambassadors are being held hostage on the top floor of the

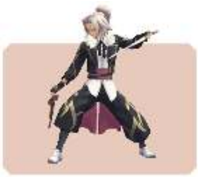
Research Wing, including Balan, who might have a lead on Julius.

Still wanna trust me?

L1: **I trust you.** (Alvin affinity +300)	R1: **I'm not ready to trust you yet.**

1 Alvin joins your party and his gun-like weapon will be very valuable exploring this place. Enter the Business Wing, pick up some pie in the archives, and exit into Sector 1 to run into an ambush. This is an easy fight and it would have been even easier with the "gift" Ivar is about to bring.

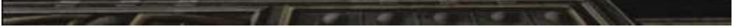
Boss Ivar



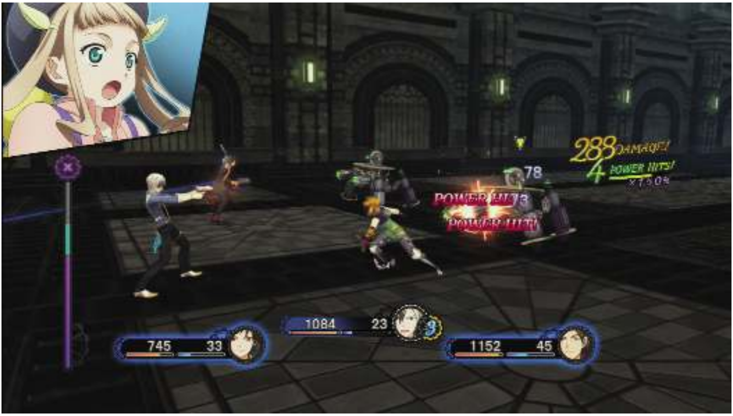
Level	9–13
Iron Stance	0
HP	12000–14880
Weak	●
Strong	—

Drop	Lose Stick (100%), Lightning Bolt (100%)
Steal	—

Rolling Thunder
310
294
460
POWER HIT!
POWER HIT!
1520 DAMAGE!
4 POWER HITS!
×200%
849
51



2 This is another tutorial fight, this time about using dual pistols. The lesson in this battle is to use the range of the guns to attack from a safe distance. However, to provide some practice, Ivar will charge in using a Phantom Edge attack. Guns are great from afar, but they can be slow. Continue to fire on Ivar, but if you are not able to pin him down at a distance, be prepared to switch back to dual blades when he charges in. Keep your distance using free run and fire away to easily take care of Ivar.


288 DAMAGE!
4 POWER HITS!
78
POWER HIT x3
POWER HIT!
1084
23
745
33
1152
45

Most enemies in Helioborg are weak to gun attacks, which should make your strategy in this section pretty obvious. Keep your distance and open fire to rack up Power Hits while allowing your party to get in close. Fire as fast as possible to keep foes locked down from a distance, but look for the speedy Exodus Infiltrators that will get in your face quickly. Target the Infiltrators first using your guns, but switch to dual blades if enemies get in close. Also, make sure to link with Alvin to take advantage of his gun-based special linked artes.

Wait. So those goodwill ambassadors were actually...

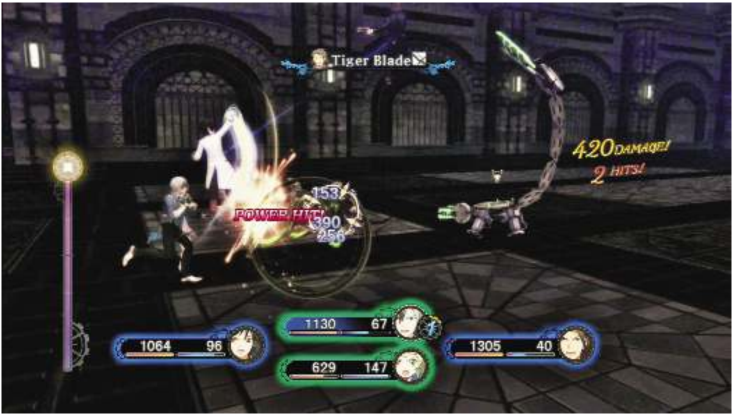
3 To the southwest is 1200 gald. After you collect it, head northwest to point C to run into Elize and her buddy Teepo. The young girl is a prodigy spirit artes wielder who was part of the goodwill team. Her classmates are safe and Balan lured the bad guys to the top of the Development Wing. Elize will join your party, and she does an excellent job of filling the role of magic user. However, before the group can go after Balan, another dimensional shift occurs.

Meet Elize and Teepo

L1: **She's a cute kid.** (Elize affinity +300)

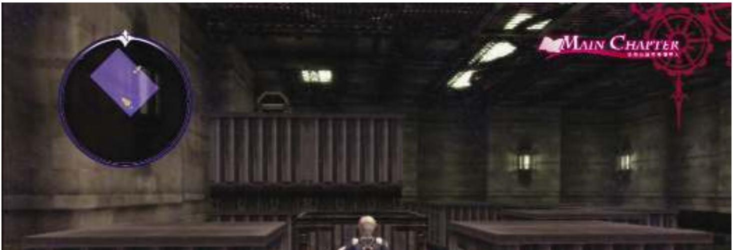
R1: **Were those spirit artes?**

Head to the Roof (Fractured Dimension)


Tiger Blade
420 DAMAGE!
2 HITS!
POWER HIT!
153
390
256
1130 67
1064 96
629 147
1305 40

4 Warping to a new dimension alters your position in Helioborg, but fortunately there is a save point nearby. There are two unique enemies in this dimension, and if you want to fill out your Enemy Data, make sure to run into both the Vortex Wolf and Vortex Scorpion. Both are weak against your dual pistols, but the scorpions make better target practice because the wolves charge right at you, making your long-range weapon less effective. To deal with the wolves, get some distance and let your teammates occupy them while you fire away from a safe distance.

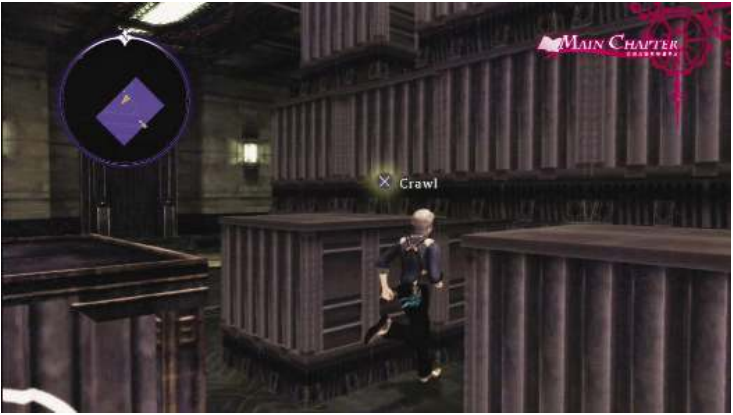
10th Floor


MAIN CHAPTER

It might be tempting to explore this new dimensional version of Helioborg, but there are no treasures to look for. Instead, head right into the nearby Research Wing and restock items from the vending machine. On the first floor, check out the Warehouse that has a chest on a tall stack of crates. One of nearby crates has a white symbol, indicating that it can be moved. These movable crates create a sort of puzzle to get to the treasures. Push this special crate a few steps forward and run around to the side to push it alongside the tall stack to reach the chest.

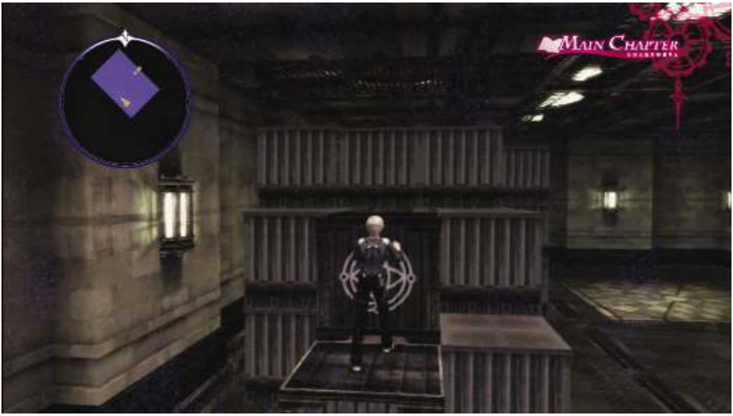
5 The elevator in this world can't go to the top floors, but at least it will take you to the 10th floor. Search the Archives room for several items and use the stairs to go to the 11th floor.

11th Floor


MAIN CHAPTER
✕ Crawl

Before going up to the 12th floor, stop in the Warehouse for some more crate puzzle action. The solution is pretty straightforward—pull the marked crate out far enough to create a space where you can crawl under the towering stack to reach the chest.

12th and 14th Floors

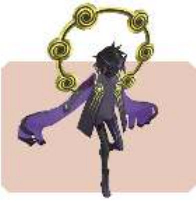

Main Chapter

The Secured Room on the 12th floor has a Pretty Ribbon, but no fun crates to push around. Skip the 13th floor for now and go up to the 14th floor to check out the Warehouse. The Warehouse has two crates to play with and it is a lot more taxing to figure out this crate puzzle. Push the crate on ground level towards the large stack and then around the side where the other marked crates reside. These movable crates need to be in front of the other marked crate to allow you to walk on it while pulling out the crate above. Once the top crate has been yanked out of position, you can jump on and over it to get to the treasure.

13th Floor

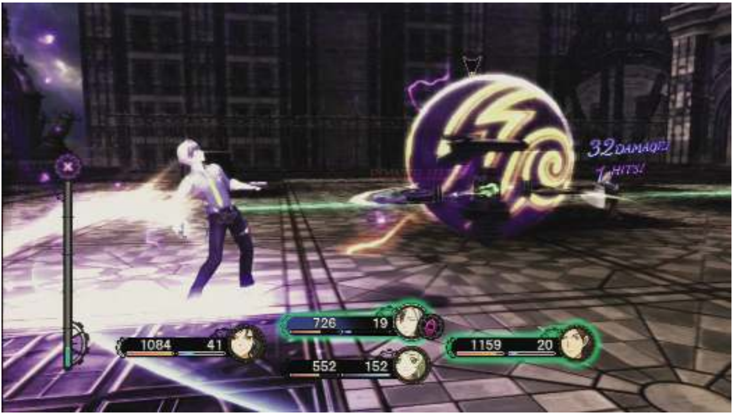
6 Save your game in the Laboratory and exit the room to the roof when you are ready for a battle.

Boss Volt

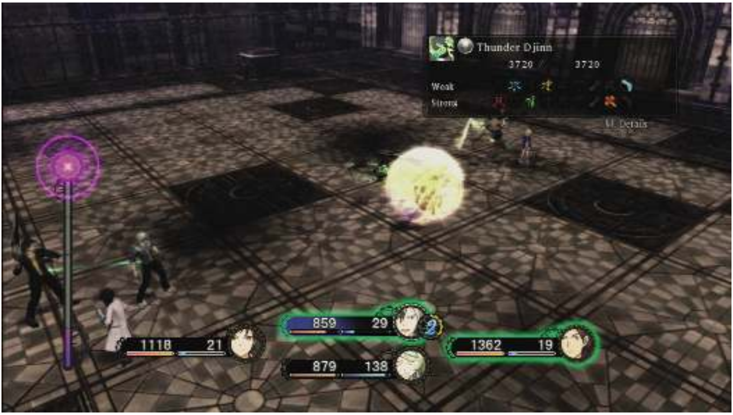


Level	9–13
Iron Stance	40
HP	33000–40920
Weak	●
Strong	● ● ●

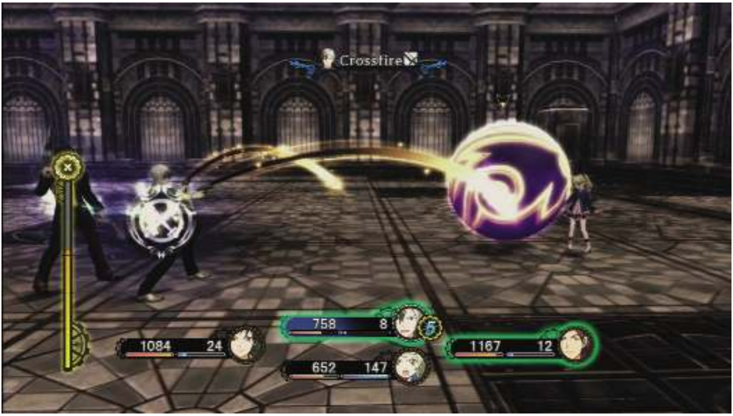
Drop	Silver Ore (100%), Stun Bracelet (100%)
Steal	—


32 DAMAGE!
1 HITS!
1084 41
726 19
552 152
1159 20

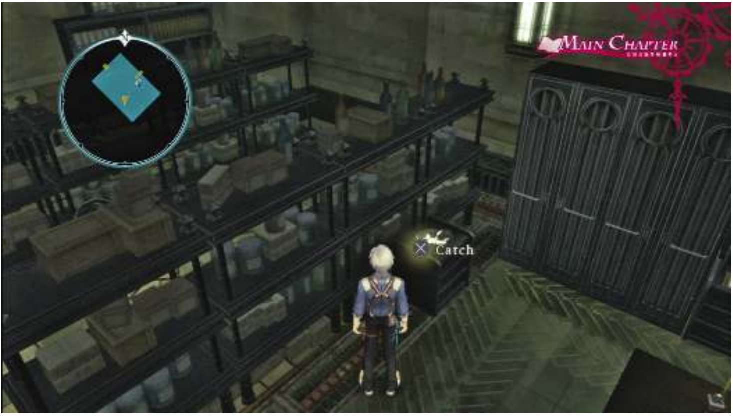
When you approach Volt, he'll repeatedly use area-effect attacks like Lightning and Bolt Strike. These attacks have a chance of stunning you, potentially leaving you to take hits until you're KO'd. Leave the front-line attacks to Alvin while you focus on creating weakness-exploiting combos with your dual pistols from afar.


Thunder Djinn
3720 / 3720
Weak
Strong
Details
1118 21
859 29
879 138
1362 19

Volt will resummon the two Thunder Djinn after you destroy them, but you should still prioritize wiping them out so that you can focus your attacks on Volt without the distraction. The Djinn are also weak to gunfire. If your Linked Artes gauge is charged, use it on the Djinn so you can catch Volt in the blast too.


Crossfire
758
8
1084
24
1167
12
652
147

Volt is resistant to strike attacks, so it's a good idea to have Jude and possibly Elize focus solely on healing. This boss has a strong Iron Stance, but continue to fire away and use Rolling Thunder to easily break through.


Main Chapter
Catch

7 **8** After the boss battle, you return to your normal dimension—not on the roof you just left, but where you originally had the dimensional shift. The good news is that all the enemies are gone and you are free to roam around Helioborg unmolested. Also, the elevator in the Military Research Wing is now completely functional. This is a great time to pick up any items you want to collect, especially Narcissus sleeping on a crate in the 13th Floor Laboratory.

9 After all the action in the other dimension it may be tough to recall that the goal of going to Helioborg is still to track down Balan, who is on the roof. Use the exit in back of the Laboratory to go to the roof to find him. Unfortunately, Balan is of little help, but Vera from Spirius Corp. has a new lead in Aladhi Seahaven.

We’re still having trouble controlling spyrites.

L1: **Spyrites are pretty dangerous, aren’t they?**	R1: **Nevermind that. Tell us about Julius.**

Note

After the chapter is complete, there are two people with red smiley faces over their heads on the opposite ends of Helioborg. They can quickly teleport you to either side.

Debt Repayment Interval 5-6

Note

Jude’s Episode 1 is available after Chapter 5. Leia’s Episode 1 is available after Chapter 4 and 5 are completed.

Payment required	15000 gald

Character Episodes

Jude 1	
Location	Trigleph
Reward	Jude color variation costume, affinity +500

Leia 1	
Location	Trigleph
Reward	Leia color variation costume, affinity +500

Event Quest

03 The Debt—Part 1

Client	Party	Item / Task	Location	Description	Reward
Nova	Ludger	Classmate Contact List	Trigleph—Technology Drive	Ludger! I want you to deliver the classmate contact list! It should be at your home, right?	1000 gald, 320 Points, Heal Bangle

04 The Days of Our Lives

Client	Party	Task	Location	Description	Reward
Landlord	Ludger	Get rid of the cats!	Trigleph—Residential Quarter	Do something about the cats hanging around my apartment! They're starting to get in my way!	1500 gald, 480 Points, Mind Ring

Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Kitty Sightings 4 (1)	—	Prickly Pete's collar	Xagut Floodmeadow	800 gald, 500 Points, Kitty Krisps
Bring it! (1)	—	Veggie Set	Hamil	800 gald, 100 Points, Shade
Godly Ashes (2)	—	Holy Ash	Milla's Shrine	800 gald, 100 Points, Flame

Note

1 — Appears after paying debt

2 — After arrival in Aladhi Seahaven

Elite Monster info

Claws of Steel: Heavy Claw!		
Client	**Location**	**Rewards**
Spirius Corp.	Aladhi Trail	24000 gald, 7200 Points

Note

All of the areas in this interval are accessible after paying the debt and arriving at Aladhi Seahaven. They can all be accessed before officially starting Chapter 6.

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Etc.	Everyone's Clothes	Anywhere	—	L1: Alvin+250 R1: Rowen+250	Ludger Alvin Rowen Elle
Debt Repayment Interval	Etc.	Just What is Teepo, Anyway?	Anywhere	—	—	Jude Elize Elle
Debt Repayment Interval	Main	Call from Nova (5)	Anywhere	After debt repayment	—	Ludger Elle
Debt Repayment Interval	Etc.	Ludger's Type	Trigleph	After debt repayment	L1: Leia+250 R1: Elize+250	Ludger Elize Leia Elle

Note

Available Debt Repayment Interval 4-5 or completing Chapter 4 as Helioborg

Debt Repayment Interval 5-6

Town

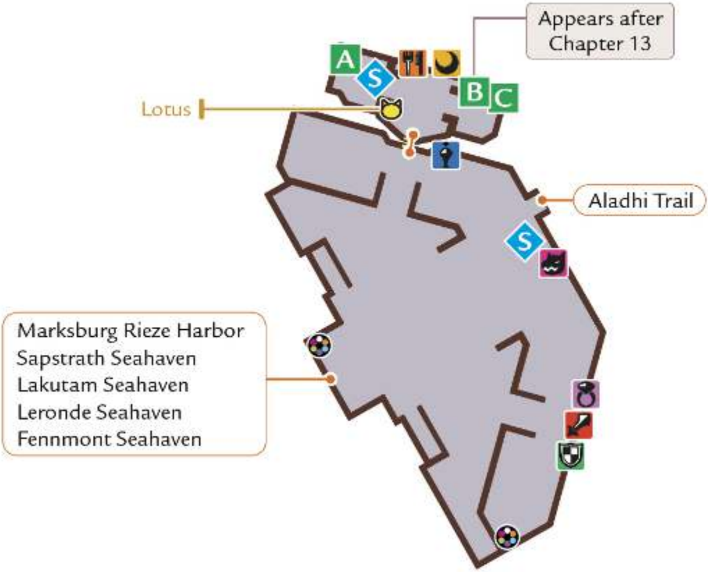
Aladhi Seahaven

Inn Price	100 gald
Elemental Ore	4–20
Enemies Level	—
Cats	Lotus

Aladhi Seahaven

ITEM DATA

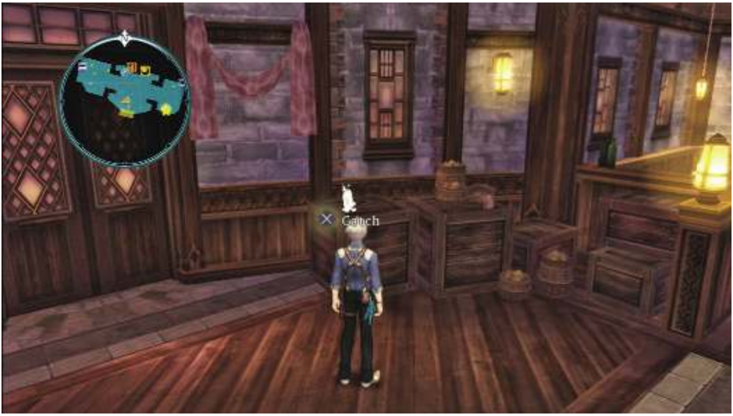
A	Barrel	"Akebono" Sake ×1
B	Box	Gaius Dumpling ×1
C	Drawers	500 gald


Appears after Chapter 13
A
S
B
C
Lotus
Aladhi Trail
S
Marksburg Rieze Harbor
Sapstrath Seahaven
Lakutam Seahaven
Leronde Seahaven
Fennmont Seahaven

As soon as you arrive, Jolyne will present you with Winged Boots that allow you to dash by holding down R2. This is a great way to move around in large areas, but make sure you don't run into enemies or you will start the battle surrounded from a "Back-Attack".

New Item—Winged Boots

Stop by the shops to check if you need any upgrades and enter the Aladhi Seahaven Inn. Search the ends of the bar to find the "Akebono" Sake and 500 gald by the flower pot. Also, make sure to pick up the tuxedo cat Lotus sitting on a crate near the entrance.



Debt Repayment Interval 5-6

Field

Aladhi Trail

Inn Price	—
Elemental Ore	4–20
Enemies Level	12–16
Cats	Filbert

Enemies

Wolf

Type	●
HP	1646
Weak	● ● ● ●
Strong	●

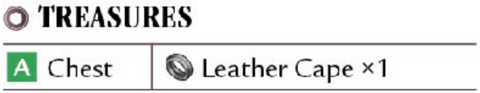
Prickle Spider

Type	●
HP	1876
Weak	● ● ● ●
Strong	●

Goblin

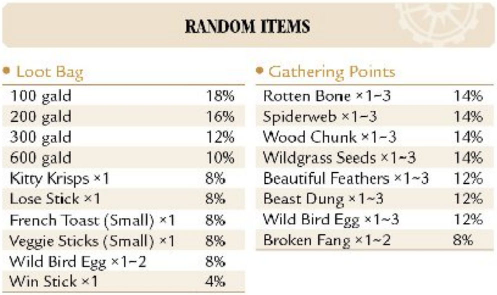
Type	●
HP	1646
Weak	● ● ● ●
Strong	●

Aladhi Trail



TREASURES

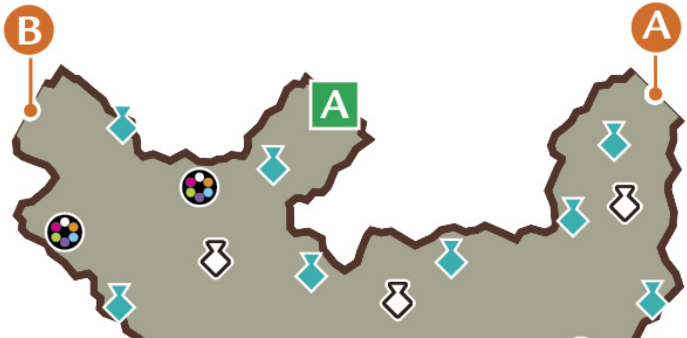
A Chest	Leather Cape ×1

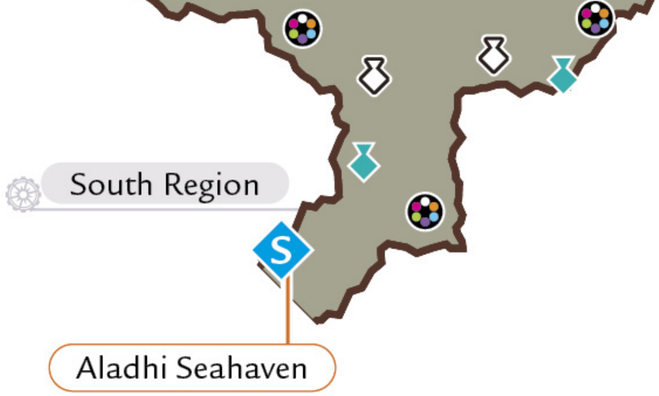


RANDOM ITEMS

Loot Bag	
100 gald	18%
200 gald	16%
300 gald	12%
600 gald	10%
Kitty Krisps ×1	8%
Lose Stick ×1	8%
French Toast (Small) ×1	8%
Veggie Sticks (Small) ×1	8%
Wild Bird Egg ×1~2	8%
Win Stick ×1	4%

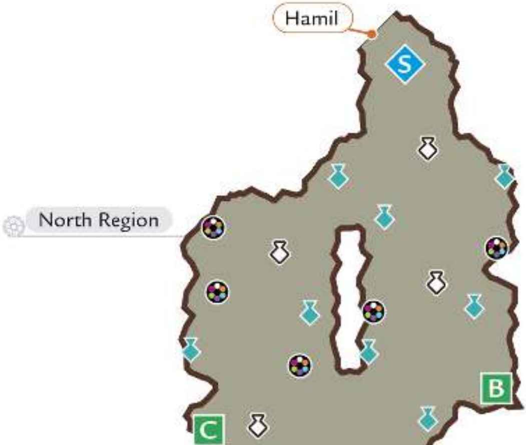
Gathering Points	
Rotten Bone ×1~3	14%
Spiderweb ×1~3	14%
Wood Chunk ×1~3	14%
Wildgrass Seeds ×1~3	14%
Beautiful Feathers ×1~3	12%
Beast Dung ×1~3	12%
Wild Bird Egg ×1~3	12%
Broken Fang ×1~2	8%

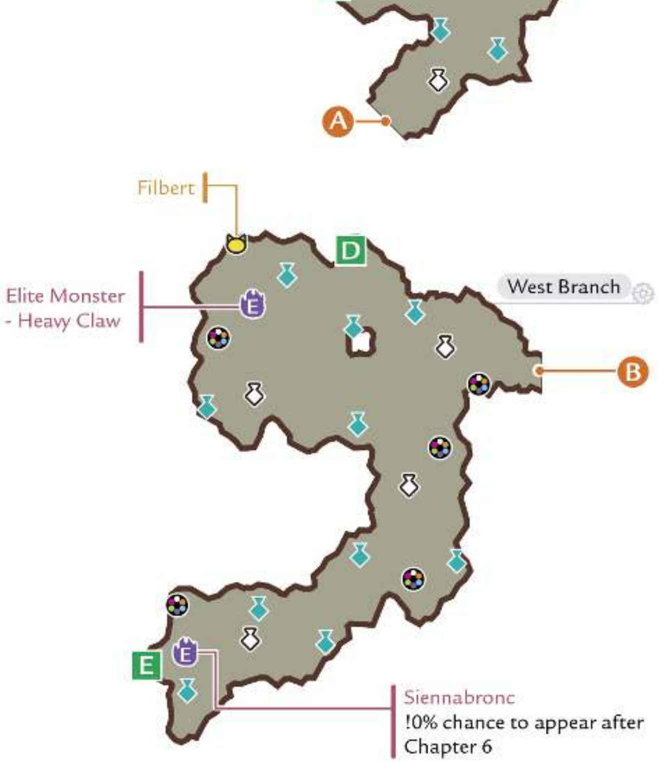



South Region
S
Aladhi Seahaven

TREASURES

B	Chest	2700 gald
C	Chest	Yakisoba Noodles (Small) ×1
D	Chest	3200 gald
E	Chest	Holy Bottle ×1


Hamil
S
North Region
B
C

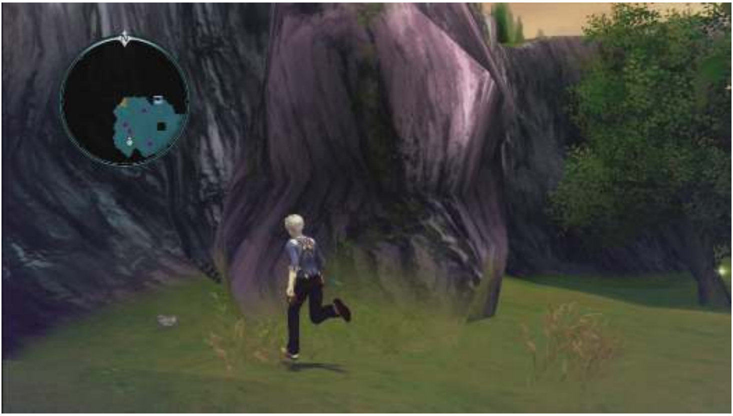

A
Filbert
D
West Branch
Elite Monster
- Heavy Claw
B
E
Siennabronc
!0% chance to appear after
Chapter 6

Go in Guns Blazing

Breaker
Demon Fist
205 DAMAGE!
2 POWER HITS!
105

1579 116
1360 55
1247 95
1291 119

The good news is that all the enemies in this area have the same weakness! Equip your dual pistols and open fire from a safe distance while your teammates keep the monsters occupied. The most powerful foe is the Prickle Spider, but it is slow enough that it shouldn't be a problem staying at a safe distance. However, if it does manage to get in close, make sure to block its powerful tail attack.



The sole cat in this area is in the West Branch at the northwest corner. Look to the left side of a large boulder to collect Filbert.

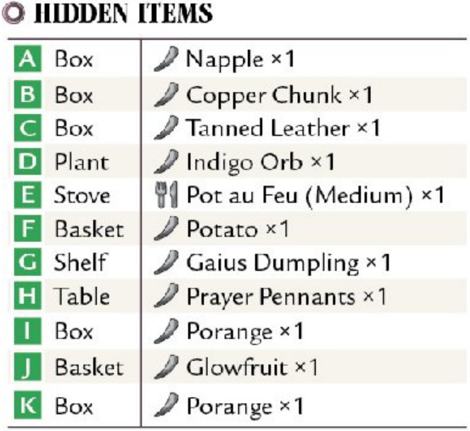
Debt Repayment Interval 5-6

Town

Hamil

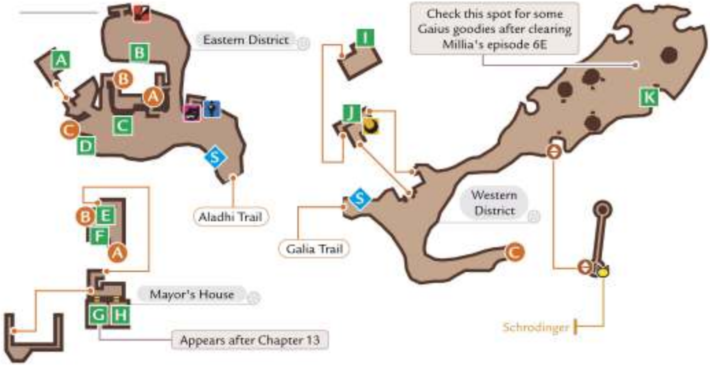
Inn Price	Free
Elemental Ore	—
Enemies Level	—
Cats	Schrodinger

Hamil



HIDDEN ITEMS

A	Box	Napple ×1
B	Box	Copper Chunk ×1
C	Box	Tanned Leather ×1
D	Plant	Indigo Orb ×1
E	Stove	Pot au Feu (Medium) ×1
F	Basket	Potato ×1
G	Shelf	Gaius Dumpling ×1
H	Table	Prayer Pennants ×1
I	Box	Porange ×1
J	Basket	Glowfruit ×1
K	Box	Porange ×1

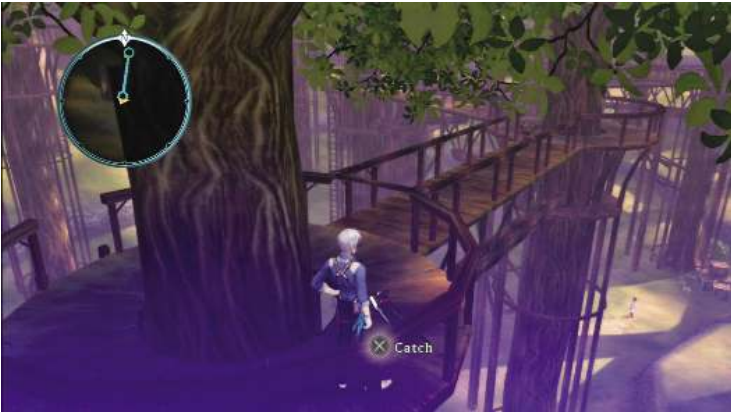

Eastern District
A
B
B
A
C
C
D
S
Aladhi Trail
B
E
F
A
Mayor's House
G
H
Appears after Chapter 13
I
J
S
Galia Trail
Check this spot for some Gaius goodies after clearing Millia's episode 6E
K
Western District
C
Schrodinger

Stock Up and Rest

Note

Custom Orders will be available after completing Chapter 5.

If you plan on exploring the next several areas, stop by the shops and upgrade everyone’s equipment. The weapon shop in the back of the Eastern District should have some hot gear for everyone in your party. Also, make sure to check out the Custom Orders option for the latest additions.



There is a free inn (well, bed) in the Storage Shed of the Western District. Another facet of Hamil is that it is a great spot to get some rare fruit like Poranges. Before you leave to conquer the next several areas, climb up the tall ladder to reach the treetop walkways and find Schrodinger the cat.

Debt Repayment Interval 5-6

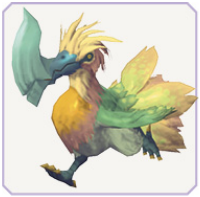
Field

Galia Trail

Inn Price	—
Elemental Ore	4–20
Enemies Level	12–16
Cats	Nuke

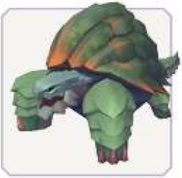
Enemies

Axe Beak



Type ●	
HP	1876
Weak	● ●
Strong	●

Tortoise



Type ●	
HP	1876
Weak	●
Strong	● ●

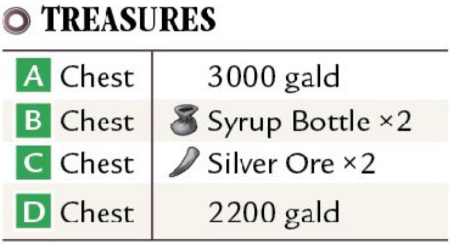
Insect Plant

Type ●	
HP	3540
Weak	● ●
Strong	—

Fleet Mare

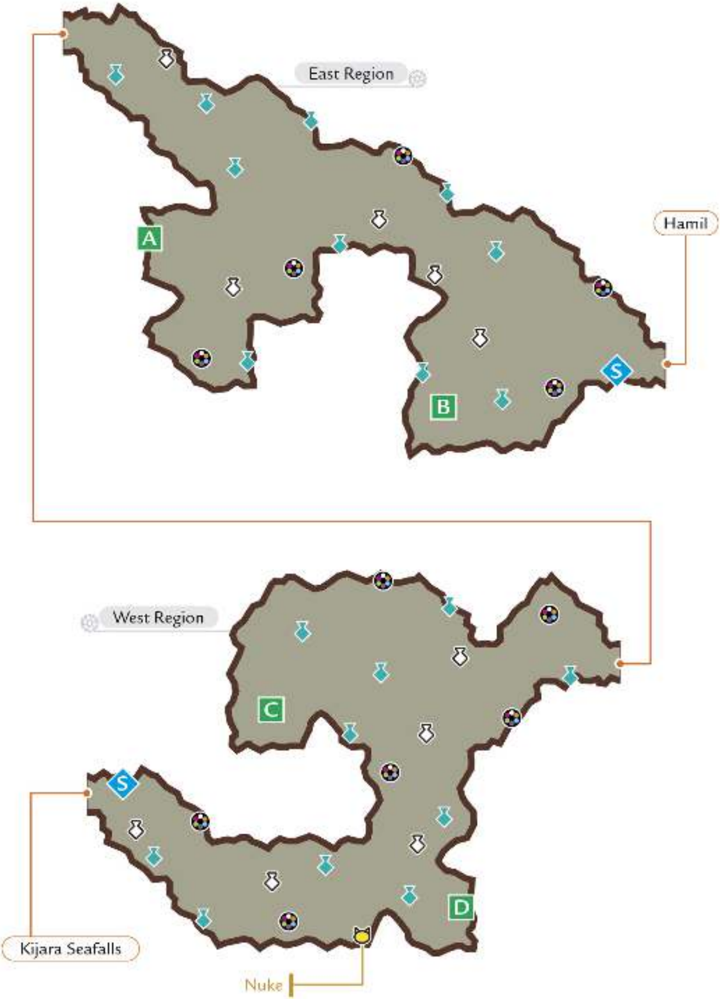
Type ●	
HP	1646
Weak	● ●
Strong	●

Galia Trail



TREASURES

A Chest	3000 gald
B Chest	Syrup Bottle ×2
C Chest	Silver Ore ×2
D Chest	2200 gald


East Region
Hamil
A
B
S
West Region
C
D
S
Kijara Seafalls
Nuke

Galia Grassy Fields

Restore
272
81
1510
101
272
1360
109
5
81
1290
70
989
161

The open grassy fields of Galia Trail are pretty straightforward without a lot of tricky ledges or multiple elevations. The Tortoises are Power-type foes, which means they can defend very well. Link with Alvin to take advantage of his guard-breaking Linked ability and use the sledgehammer to score Power Hits, or use guard-breaking artes to make them very vulnerable. Axe Beaks and Fleet Mares are more challenging foes because they are very aggressive with their charging attacks. To deal with the Axe Beaks, back step their jumping kick attack to avoid its high damage and retaliate with dual blades or earth artes. The Fleet Mares can be shot from afar if you can keep them pinned down with gunfire.

Nuke the cat is hiding in the shadow of a large rock.

Debt Repayment Interval 5-6

Dungeon

Kijara Seafalls

Inn Price	—
Elemental Ore	4–20
Enemies Level	13–17/67–71 (After Jude Episode 5)
Cats	Lucca

Enemies

Merfish

Type ●	
HP	1971/7123
Weak	● ●
Strong	●

Crab Man

Type ●	
HP	1971/7123
Weak	● ●
Strong	● ●

Coastal Mandragora

Type ●	
HP	1860/6720
Weak	● ●
Strong	●

Polwigle

Type ●	
HP	1729/6249
Weak	● ●
Strong	●

Ribbit

Type ●	
HP	1729/6249
Weak	● ●
Strong	●

Kijara Seafalls

TREASURES

A	Chest	Hard Scale ×2
B	Chest	2200 gald
C	Chest	3400 gald
D	Chest	Pearl ×1
E	Chest	Kitty Toy ×1
F	Chest	River ×1

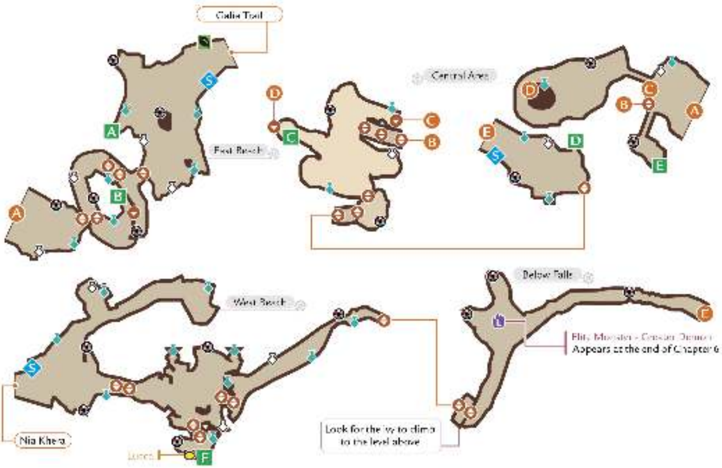
RANDOM ITEMS

Loot Bag

100 gald	20%
300 gald	16%
600 gald	12%
Ice Pop ×1	8%
Orange Gel ×1	8%
Fossilized Shell ×1	8%
Pearl ×1	8%
Tofu Cracker (Medium) ×1	8%
French Toast (Small) ×1	8%
Win Stick ×1	4%

Gathering Points

Land Crab ×1~3	26%
Fossilized Shell ×1~3	24%
Rotten Bone ×1~3	22%
Hard Scale ×1~2	10%
Weird Fragment ×1~2	10%
Pearl ×1~2	8%


Galia Trail
Central Area
East Beach
West Beach
Below Falls
Nia Khera
Lures
A
B
C
D
E
F
S
L

Elite Monster - Crested Demon
Appears at the end of Chapter 6

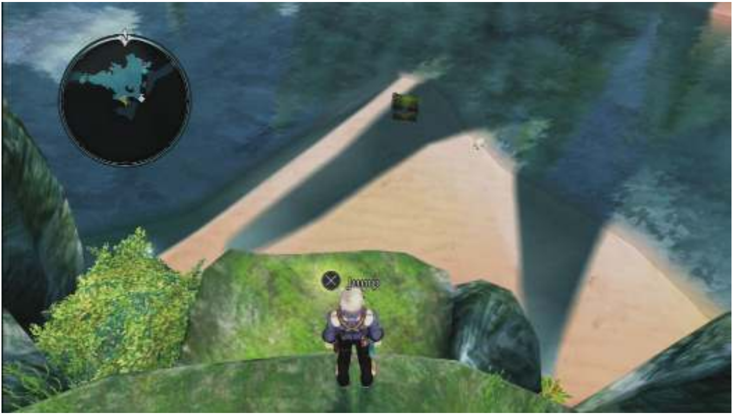
Look for the ivy to climb to the level above

A Day at the Beach

If you forgot to stock up in Hamil, there is a Peddler on the East Beach that has weapons, armor, food, and accessories. This beachfront property is beautiful to look at, but somewhat tricky to navigate. This is especially true in the Central Area that has multiple levels and ledges as well as private coves along the water.

POWER HIT!
1521
29
1167
115
1251
31
938
145

The water-loving monsters of this area are all weak to fire and it is easy to exploit this weakness. Ludger can deal Power Hits using his Crimson Fury arte and Alvin and can prey on the fire weakness with Variable Trigger. The two toughest foes are the Crab Men and Coastal Mandragora that have relatively large water-based area attacks such as Splash. Switch to your sledgehammer when battling these foes to break through their defenses and score Power Hits.



Jump down a series of ledges in the southern section of the West Beach to find Lucca getting a drink near a treasure chest.

Debt Repayment Interval 5-6

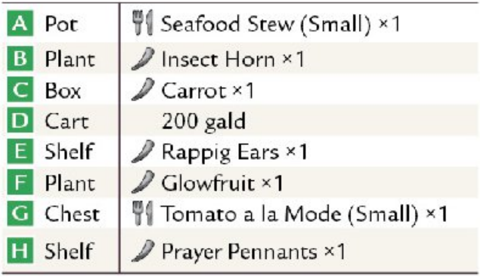
Town

Nia Khera

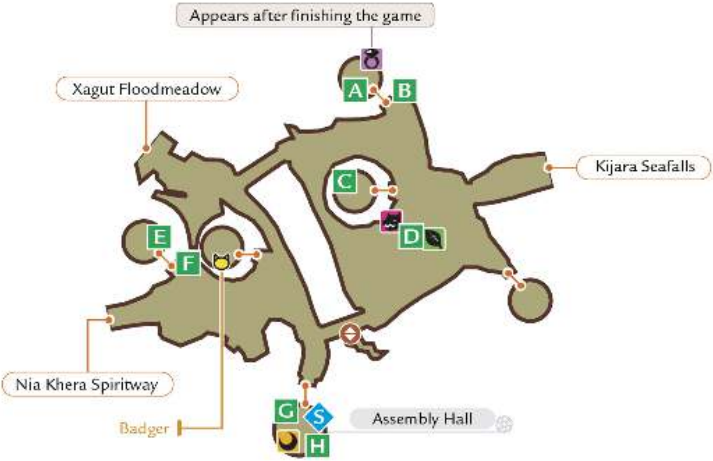
Inn Price	Free
Elemental Ore	—
Enemies Level	—
Cats	Badger

Nia Khera

ITEM DATA

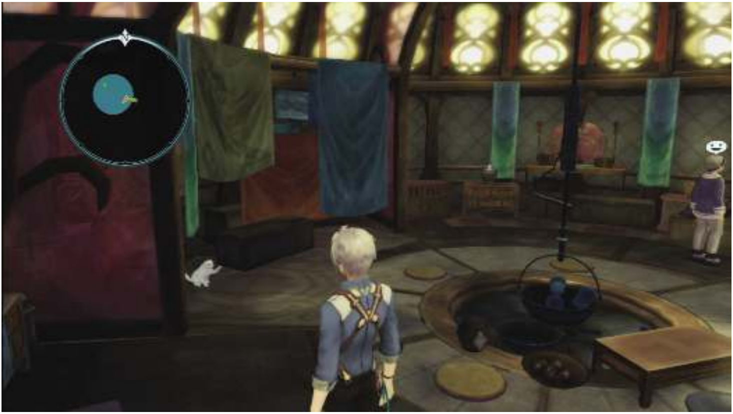


A	Pot	Seafood Stew (Small) ×1
B	Plant	Insect Horn ×1
C	Box	Carrot ×1
D	Cart	200 gald
E	Shelf	Rappig Ears ×1
F	Plant	Glowfruit ×1
G	Chest	Tomato a la Mode (Small) ×1
H	Shelf	Prayer Pennants ×1


Appears after finishing the game
Xagut Floodmeadow
A
B
Kijara Seafalls
C
D
E
F
Nia Khera Spiritway
Badger
G
S
Assembly Hall
H

Get New Accessories

Near the entrance is a Peddler sitting on a rug that has many new symbol accessories and rings for sale. Each of the rings can raise one of your stats 10%, but it takes the place of an armor accessory, so it better be worth the drop in protection. If you need to heal, go south to the Assembly Hall Lodgings for a free bed.



Badger the gray cat is sitting in a hut in the western section of town.

Debt Repayment Interval 5-6

Field

Nia Khera Spiritway

Inn Price	—
Elemental Ore	9–30
Enemies Level	14–18
Cats	Norse

Enemies

Toadstool Goblin

Type ●	
HP	1813
Weak	● ● ●
Strong	●

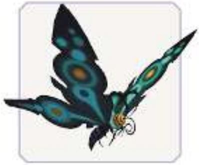
Treant

Type ●	
HP	3900
Weak	● ● ●
Strong	●

Chirpee

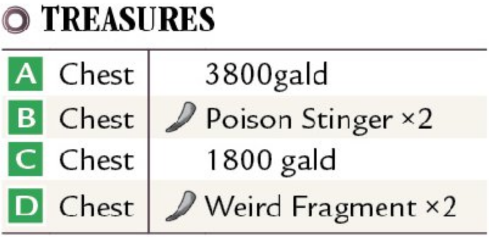
Type	
HP	1813
Weak	
Strong	

Butterfly



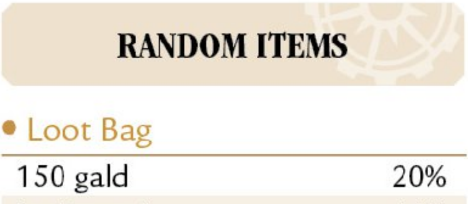
Type	
HP	1950
Weak	
Strong	

Nia Khera Spiritway



TREASURES

A	Chest	3800gald
B	Chest	Poison Stinger ×2
C	Chest	1800 gald
D	Chest	Weird Fragment ×2



RANDOM ITEMS

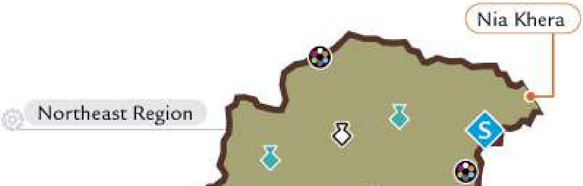
Loot Bag

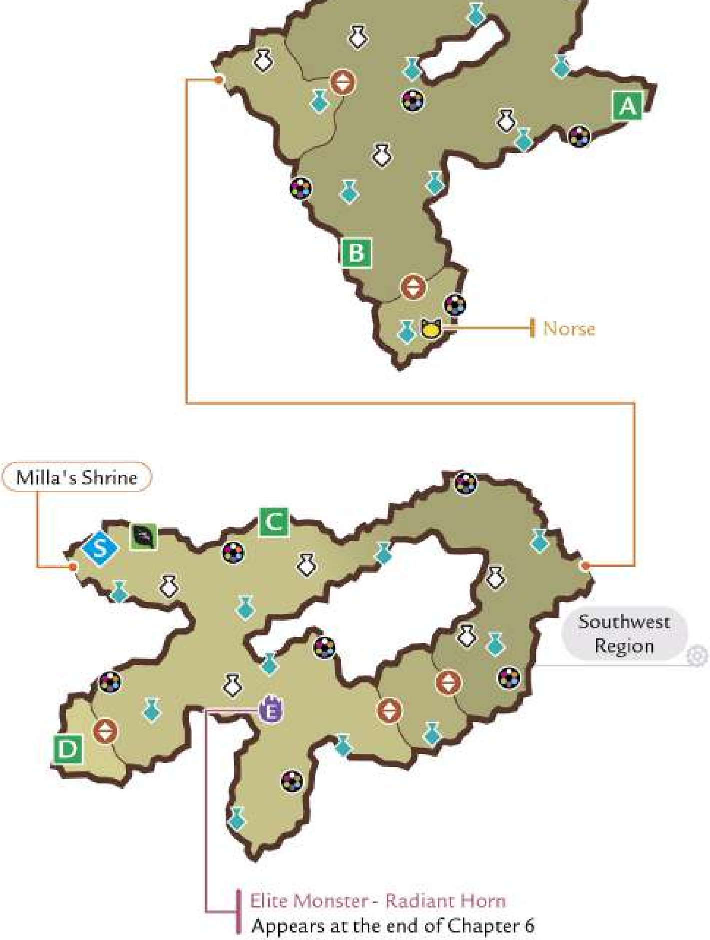
150 gald	20%

Ice Pop ×1	14%
750 gald	14%
Gummy Fishies ×1	8%
Dark Bottle ×1	8%
Lose Stick ×1	8%
Pudding Cake (Small) ×1	8%
French Toast (Small) ×1	8%
Life Bottle ×1	8%
Win Stick ×1	4%

Gathering Points

Insect Husk ×1~3	18%
Beautiful Feathers ×1~3	16%
Spiderweb ×1~3	16%
Wild Bird Egg ×1~3	16%
Wood Chunk ×1~3	14%
Wildgrass Seeds ×1~3	12%
Poison Stinger ×1~2	8%


Nia Khera
Northeast Region
S

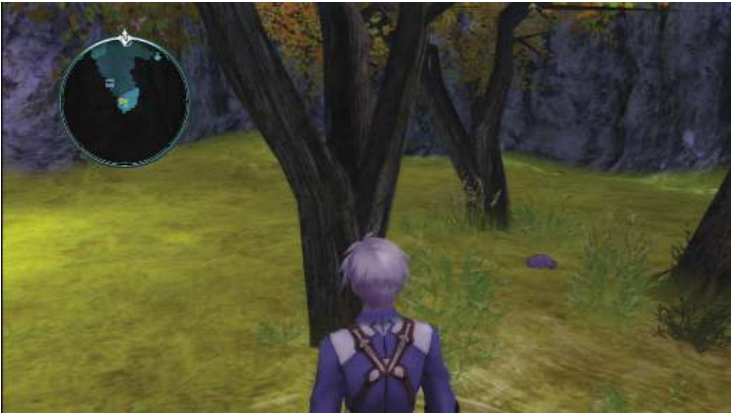

A
B
Norse
Milla's Shrine
S
C
D
E
Southwest Region
Elite Monster - Radiant Horn
Appears at the end of Chapter 6

Explore the Elevated Plains

There are several elevated sections in both regions that are not very high but are still tall enough to require you to jump up or down. These can be used to your advantage to separate yourself from monsters, or it could work against you while you attempt to flee if you run into the short barriers. There is a Peddler in the Southwest Region, but he only carries food and basic items.

Absorption Needle
226 DAMAGE!
1 HIT
1406 131
1647 87
1171 164
1333 130

All of the foes are weak to light artes as well as Shot, Strike, or Slash damage. Ludger can leverage these weaknesses by using Rolling Thunder with his guns or Hungry Hunter with the sledgehammer. The Treants have the most HP to deal with, but the sledgehammer can easily score Power Hits on these slow foes, and artes like Hammer Toss are very effective on them. The Butterflies are quick and like to use Absorption Needle, but the damage from that move is not very high and they telegraph the move by lighting up.



In the Northeast Region, climb a small elevated section and look for Norse the cat snoozing in the shade of the center of a trio of trees.

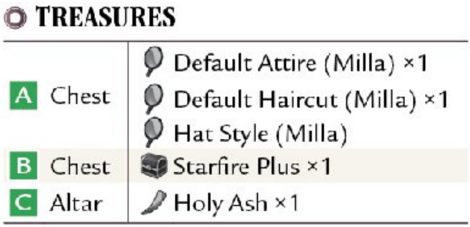
Debt Repayment Interval 5-6

Town

Milla’s Shrine

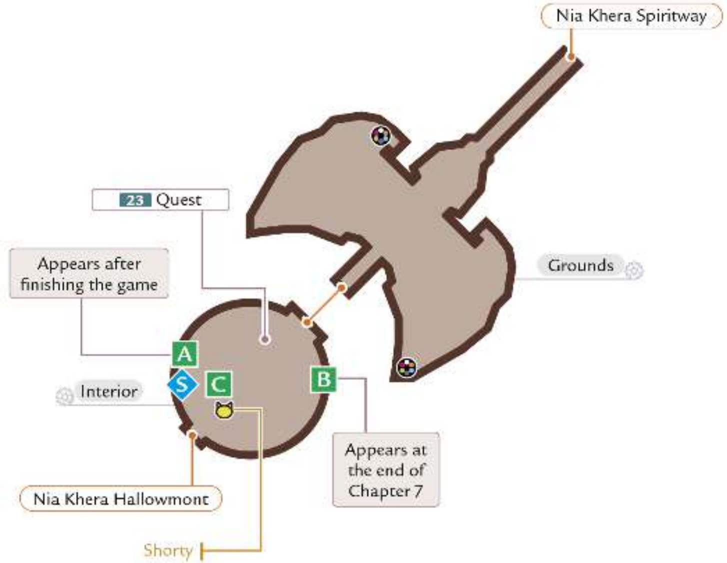
Inn Price	—
Elemental Ore	9–30
Enemies Level	—
Cats	Shorty

Milla’s Shrine



TREASURES

A	Chest	Default Attire (Milla) ×1 Default Haircut (Milla) ×1 Hat Style (Milla)
B	Chest	Starfire Plus ×1
C	Altar	Holy Ash ×1


Nia Khera Spiritway
23 Quest
Appears after finishing the game
Grounds
A
S
C
B
Interior
Nia Khera Hallowmont
Appears at the end of Chapter 7
Shorty

Explore Milla's Domain

Use the save point if you need to and then search the altar to find the Holy Ash, which is part of an Item Quest. Go in back of the altar to locate Shorty the cat and a tapestry that can be examined to reveal a secret exit to Nia Khera Hallowmont. Return to the shrine later in the game and after completing the game to find several other valuable items.

Debt Repayment Interval 5-6

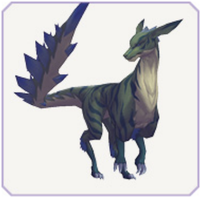
Dungeon

Nia Khera Hallowmont

Inn Price	—
Elemental Ore	9–30
Enemies Level	15–19/51–55 (After Chapter 11)
Cats	Spartan

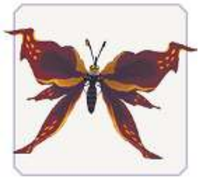
Enemies

Sylvan Mare



Type	
HP	1897/4910
Weak	
Strong	

Floral Butterfly



Type ●	
HP	2040/5280
Weak	● ● ● ●
Strong	● ●

Floral Harpy

Type ●	
HP	2040/5280
Weak	● ●
Strong	● ●

Megistus Treant

Type ●	
HP	4080/10560
Weak	● ● ●
Strong	● ●

Nia Khera Hallowmont

TREASURES

A	Chest	Hard Coat ×1
B	Chest	2500 gald
C	Chest	Silver Ore ×2
D	Chest	8500 gald

RANDOM ITEMS

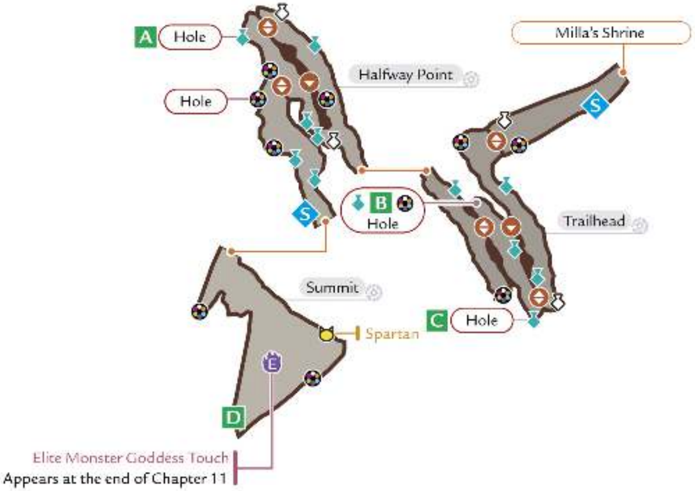
Loot Bag

150 gald	18%
Apple Gel ×1	14%
750 gald	12%
Ice Pop ×1	8%
Orange Gel ×1	8%
Soba Omelette (Small) ×1	8%
Fossilized Shell ×1	8%
Silver Ore ×1	8%
Insect Husk ×1	8%
Potato Salad (Small) ×1	8%

Gathering Point

Copper Ore ×1~3	34%
Silver Ore ×1~2	16%
Fossilized Shell ×1~3	10%
Supple Ivy ×1~3	10%
Poison Stinger ×1~2	10%
Insect Husk ×1~3	10%

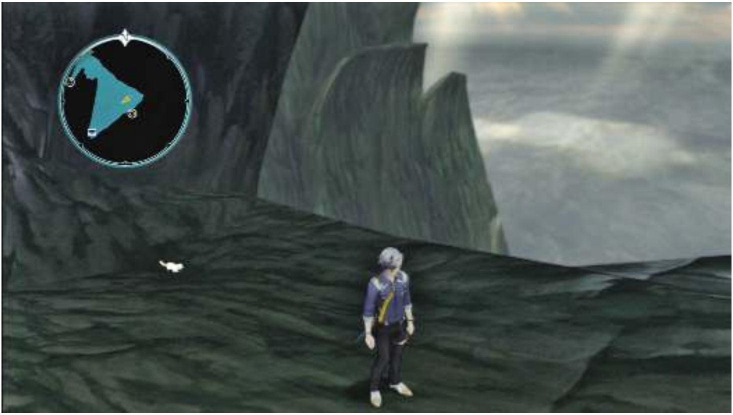
Weird Fragment ×1~2	10%


A
Hole
Hole
Halfway Point
Milla's Shrine
S
B
Hole
Trailhead
S
Summit
Spartan
C
Hole
E
D
Elite Monster Goddess Touch
Appears at the end of Chapter 11

Climb the Mountainside

Armor Crusher
701
194
54
AC+1
RESIST!
RESIST!
54 DAMAGE!
1 HITS!
1563 139
1545 154
1875 136
1323 155

Nia Khera Hallowmont consists of several narrow rocky paths leading to the top of a mountain. Green vines allow you to continue your ascent, but they can be difficult to see against the dark-colored mountainside. The toughest foe in this area is the Megistus Treant. This Power-type creature defends very well and has many powerful attacks with poisonous or shocking effects. When fighting enemies in this area, use light artes to prey on their common weakness.



When you make it all the way to the Summit, look for Spartan the cat near the far left edge.

Debt Repayment Interval 5-6

Field

Xagut Floodmeadow

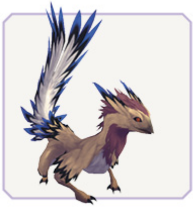
Inn Price	—
Elemental Ore	9–30
Enemies Level	14-19
Cats	Prickly Pete

Enemies

Water Djinn

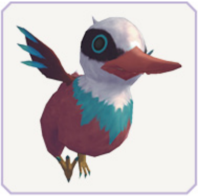
Type ●	
HP	1950
Weak	●
Strong	● ● ● ●

Cockatrice



Type ●	
HP	1813
Weak	●
Strong	●

Bog Chirpee



Type ●	
HP	1813
Weak	●
Strong	●

Plated Boar

Type ●	
HP	2925
Weak	● ●
Strong	● ●

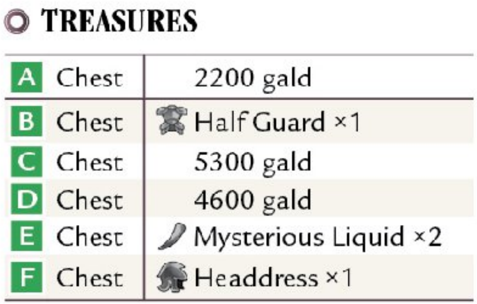
Gentleman

Type ●	
HP	5850
Weak	—
Strong	—

Faud Djinn

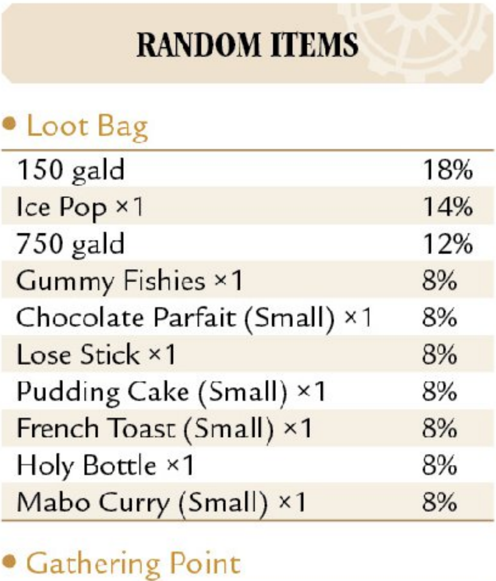
Type ●	
HP	5508
Weak	● ● ●
Strong	● ● ● ● ● ●

Xagut Floodmeadow



TREASURES

A	Chest	2200 gald
B	Chest	Half Guard ×1
C	Chest	5300 gald
D	Chest	4600 gald
E	Chest	Mysterious Liquid ×2
F	Chest	Headdress ×1



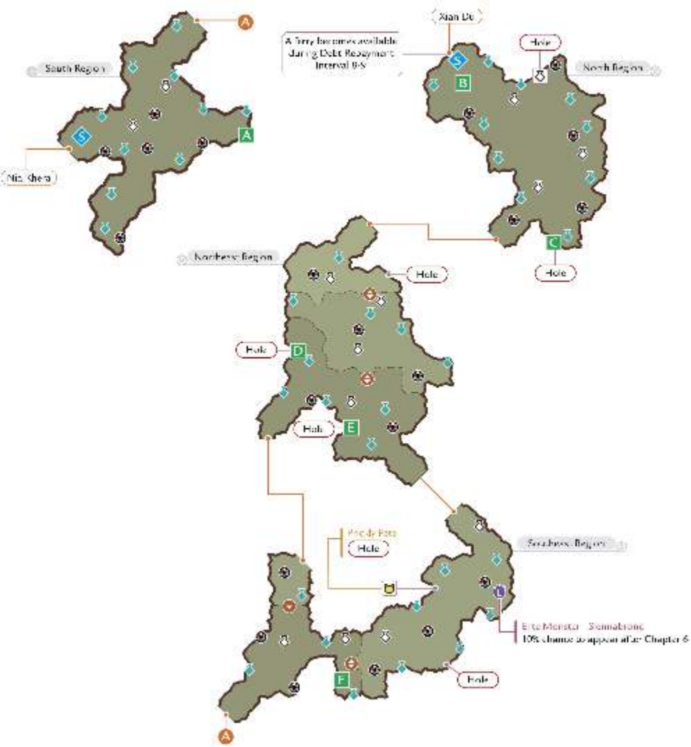
RANDOM ITEMS

Loot Bag

150 gald	18%
Ice Pop ×1	14%
750 gald	12%
Gummy Fishies ×1	8%
Chocolate Parfait (Small) ×1	8%
Lose Stick ×1	8%
Pudding Cake (Small) ×1	8%
French Toast (Small) ×1	8%
Holy Bottle ×1	8%
Mabo Curry (Small) ×1	8%

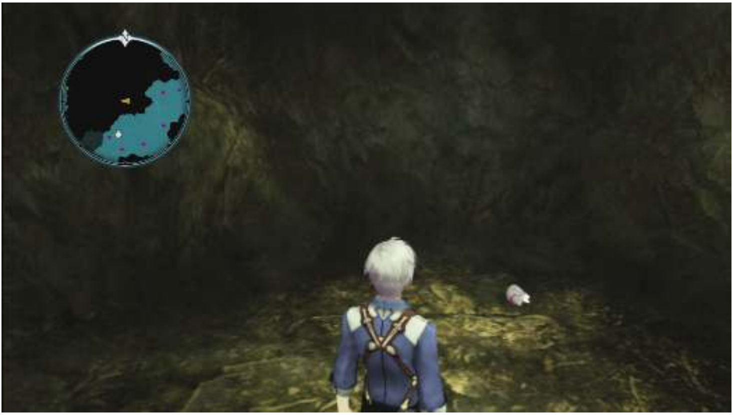
Gathering Point

Insect Husk ×1~3	18%
Land Crab ×1~3	18%
Rotten Bone ×1~3	12%
Beast Dung ×1~3	12%
Wood Chunk ×1~3	12%
Wildgrass Seeds ×1~3	12%
Broken Fang ×1~2	8%
Mysterious Liquid ×1~2	8%

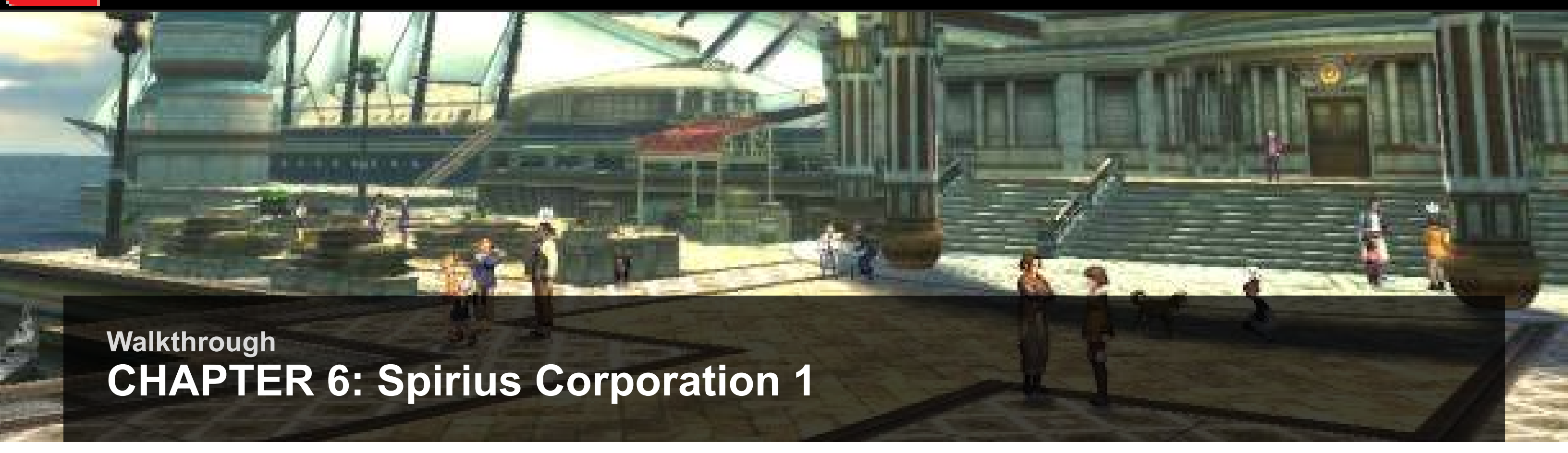

A
South Region
S
A
Xian Du
A ferry becomes available during Debt Repayment Interval 8-5
Hole
North Region
S
B
C
Hole
Northeast Region
Hole
Hole
D
Hole
E
Hole
Hole
Southeast Region
Elite Monster
10% chance to appear after Chapter 6
F
Hole
A

Search the Swamplands

Many of the enemies in this area are strong against regular conventional attacks and it will take a lot of weapon switching to take advantage of their weaknesses. Also, this means you need to be extra careful to use the correct type of artes for each enemy. For example Water Djinn are weak to fire and strong against water, while the Cockatrice has the opposite strength and weakness. Set up your weapons with fire, water, and wind artes and press R1 to check each enemy's weakness on the battlefield before engaging it.



In a small cave in the Southeast Region is Prickly Pete and his Item Quest collar.



Town

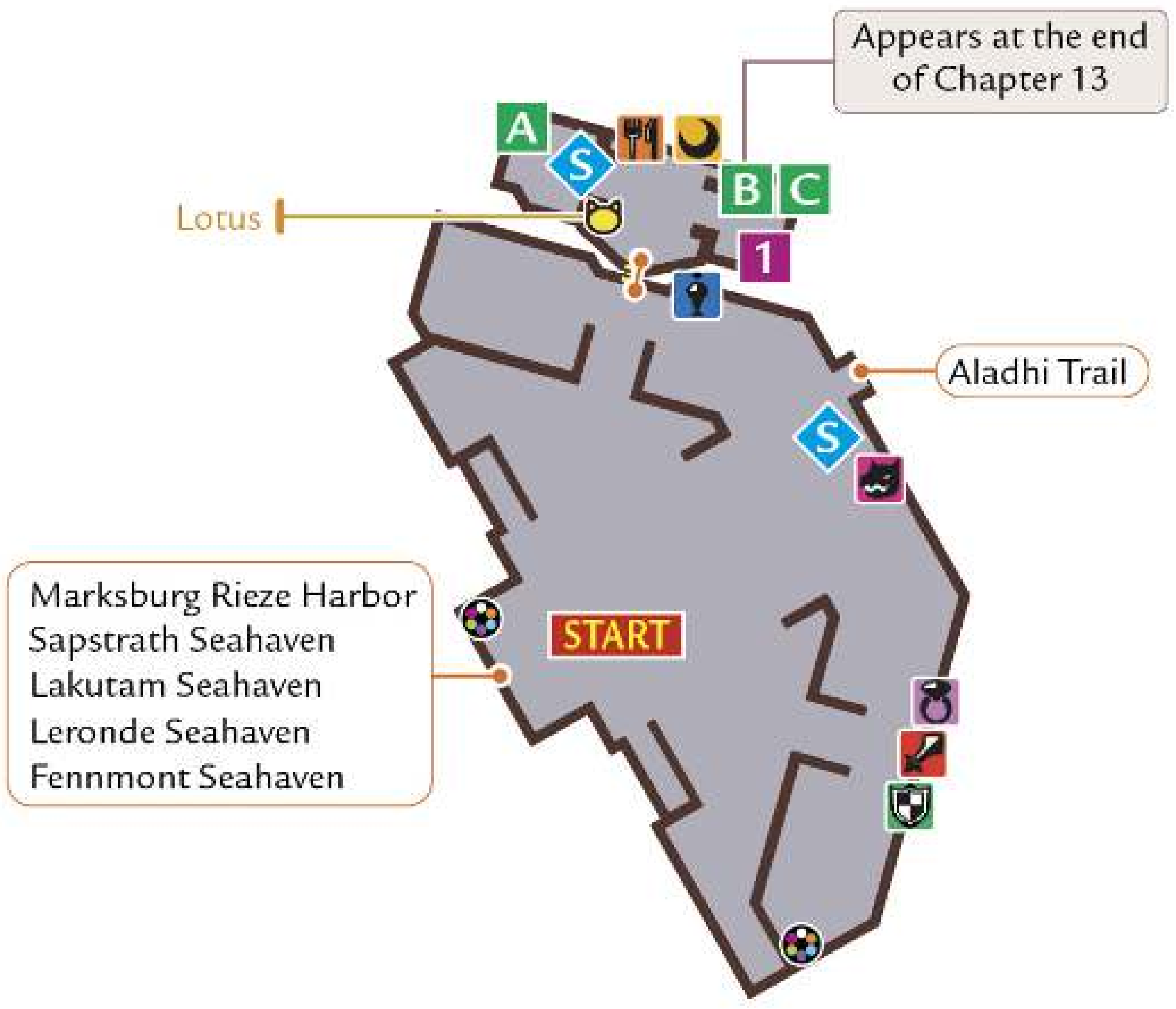
Aladhi Seahaven (2)

Required Teammates	Ludger Jude Alvin Leia
Inn Price	100 gald
Elemental ore	4–20
Cats	Lotus

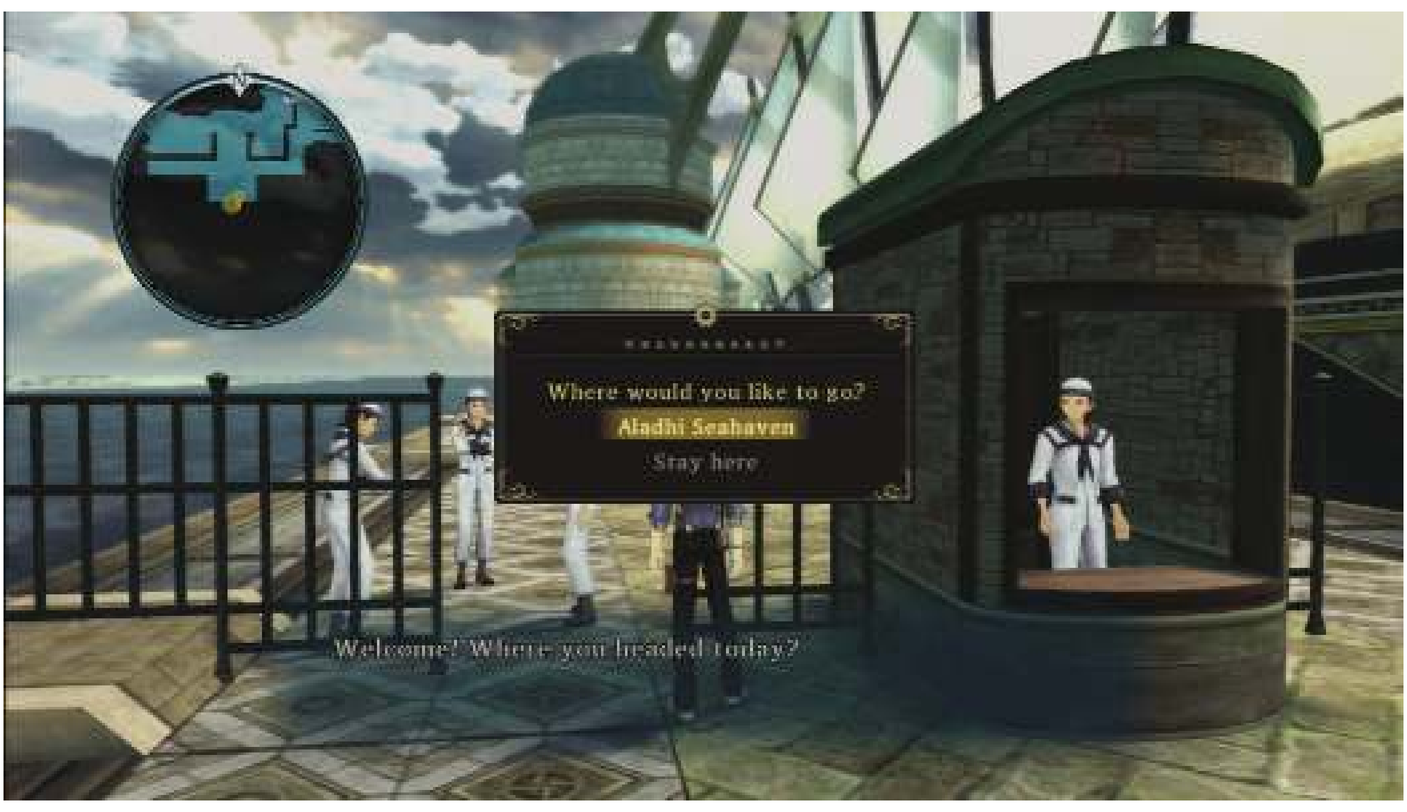
Aladhi Seahaven

HIDDEN ITEMS

A Barrel	"Akebono" Sake ×1
B Box	Gaius Dumpling ×1
C Drawers	500 gald


Appears at the end of Chapter 13
A
S
B C
1
Lotus
Aladhi Trail
S
START
Marksburg Rieze Harbor
Sapstrath Seahaven
Lakutam Seahaven
Leronde Seahaven
Fennmont Seahaven

Set Sail to Rieze Maxia



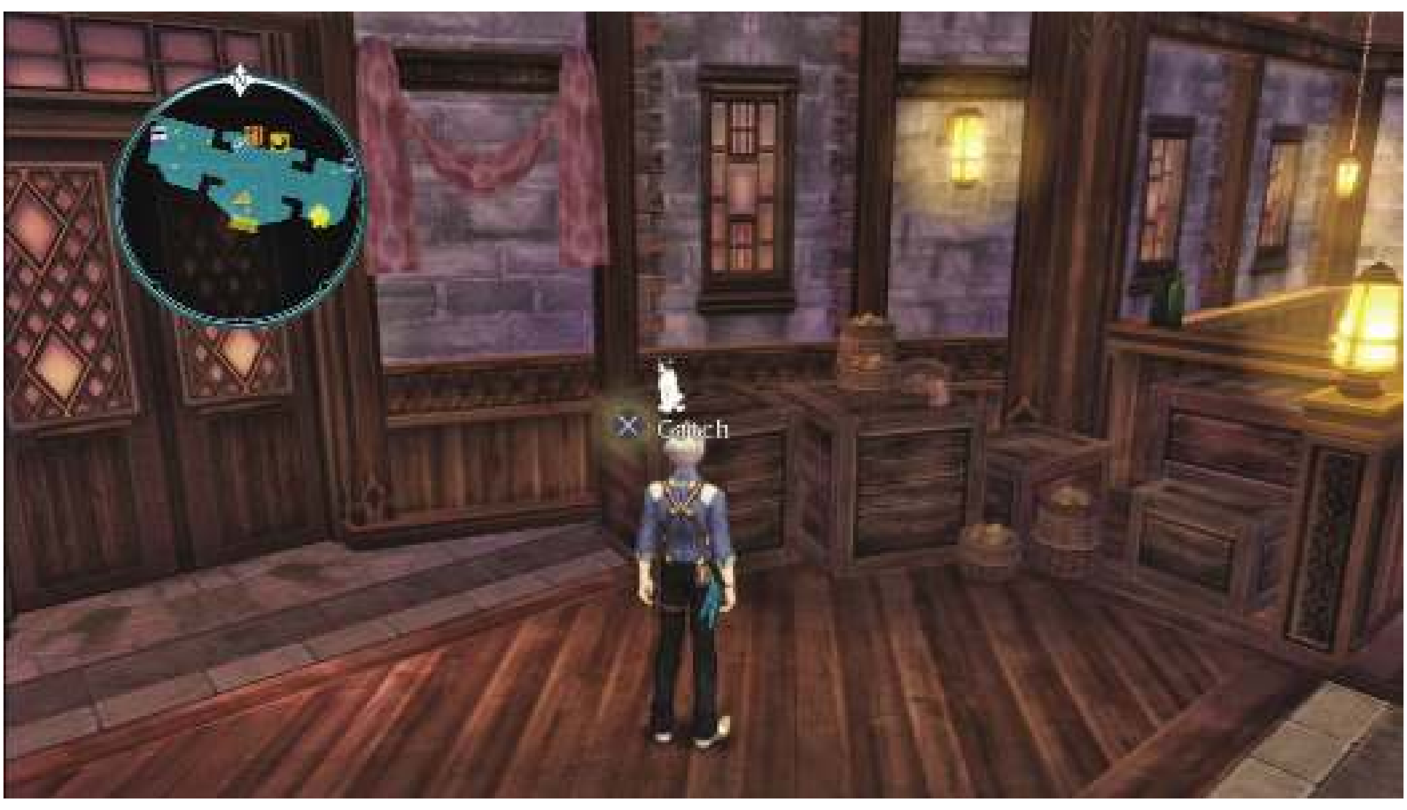
Where would you like to go?
Aladhi Seahaven
Stay here

Welcome! Where you headed today?

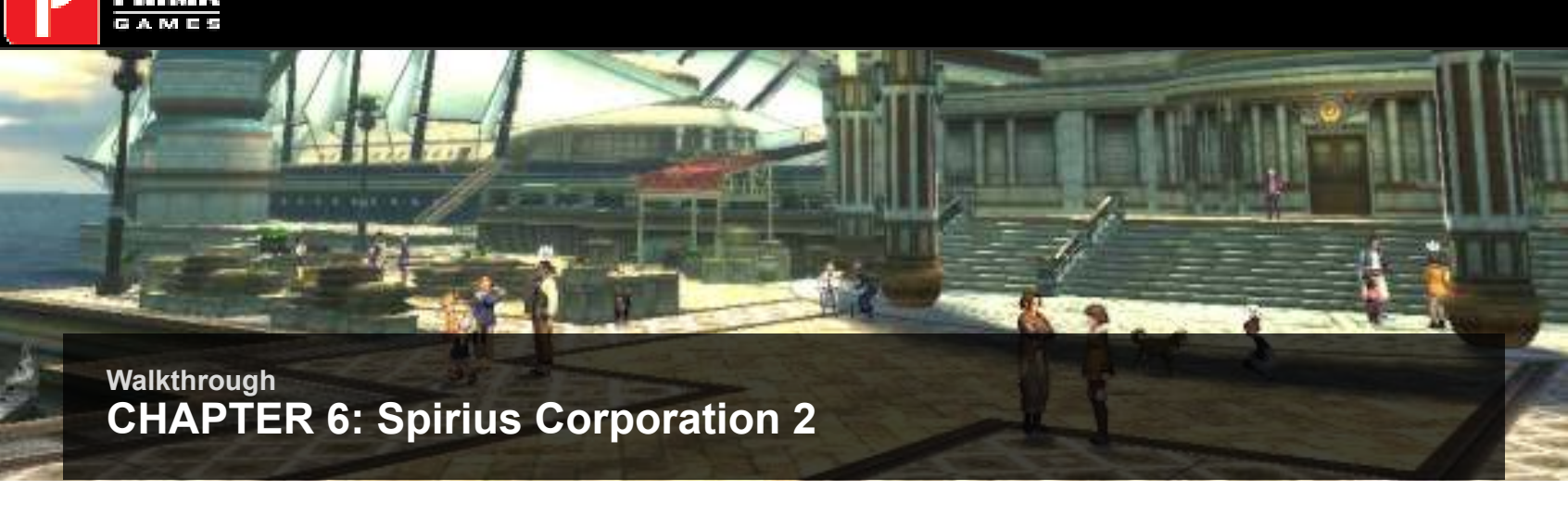
Go to Marksburg—Rieze Harbor and travel south to the docks to hop aboard a ship to Aladhi Seahaven. Your destination across the ocean is Rieze Maxia, which will provide plenty of opportunities to explore new towns and experience many unique events.

Note

At this point you can explore many new areas detailed in Interval 5-6.



1 Jolyne gives you the Winged Boots when you arrive. Head to the Aladhi Seahaven Inn and make sure you found Lotus the cat on a crate near the entrance before you officially start the chapter by speaking to the agents with a yellow star above their heads.



Walkthrough

CHAPTER 6: Spirius Corporation 2

Town

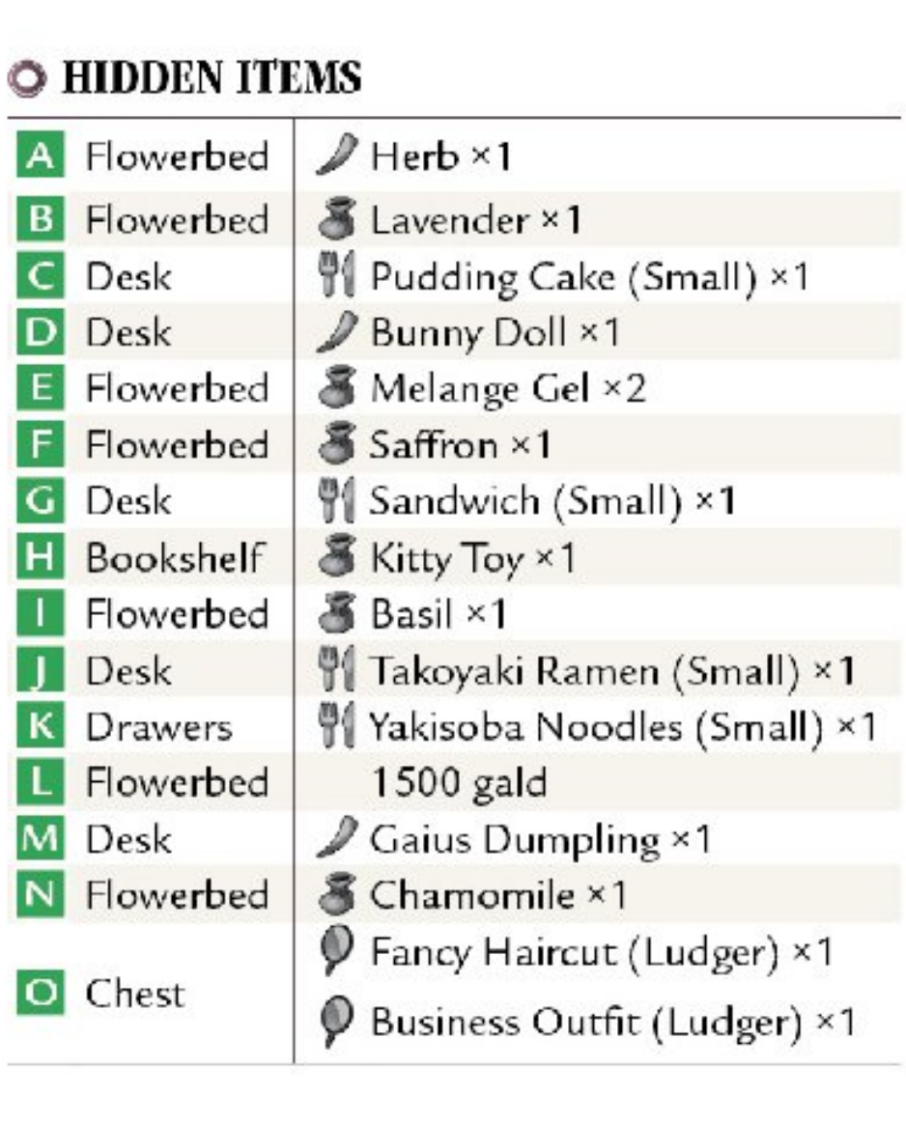
Spirius Corporation

Required Teammates	Ludger Jude Alvin Leia
Inn Price	—
Elemental ore	—
Cats	Patches, Tiggy

Skits

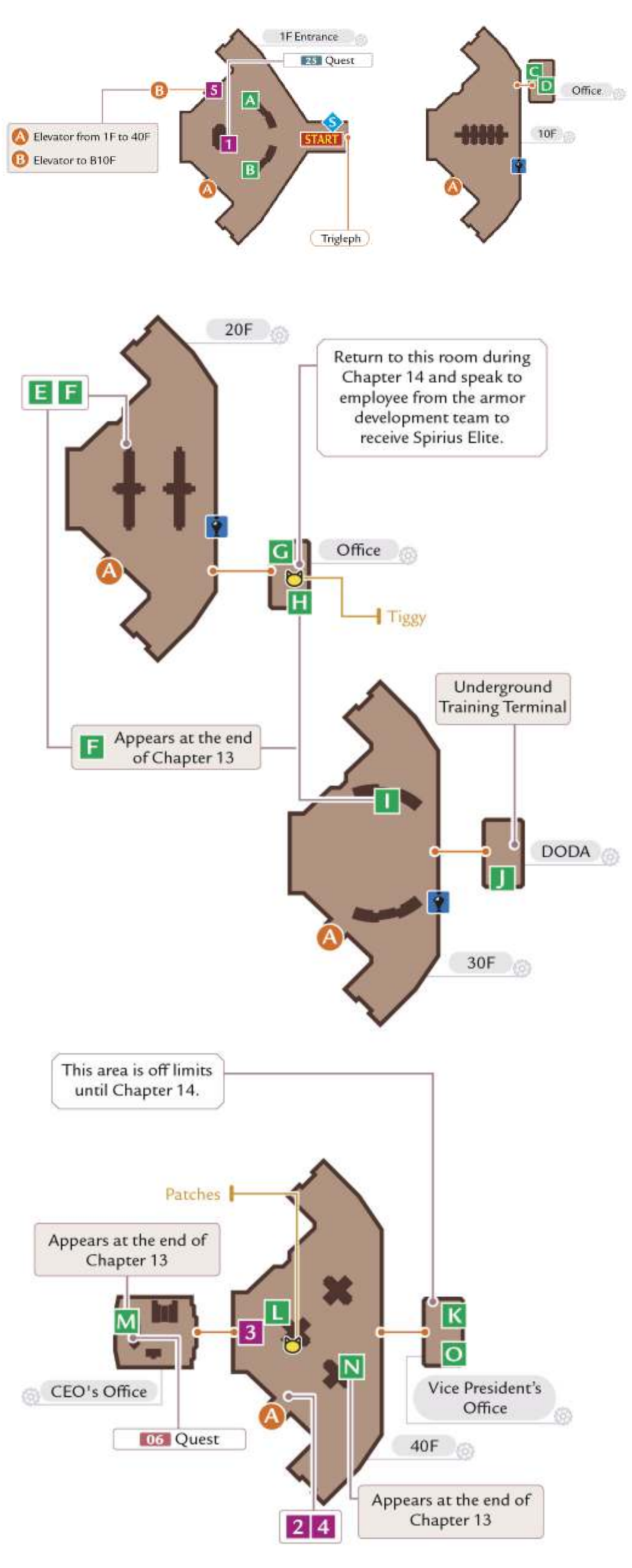
Start Time	Type	Name	Location	Condition	Choices		Required Members
Spirius Corporation 3	Main	Bisley Bakur	Spirius Corporation	—	L1:	None	Ludger Jude Alvin Leia Elle
					R1:	None	

Spirius Corporation



HIDDEN ITEMS

A	Flowerbed	Herb ×1
B	Flowerbed	Lavender ×1
C	Desk	Pudding Cake (Small) ×1
D	Desk	Bunny Doll ×1
E	Flowerbed	Melange Gel ×2
F	Flowerbed	Saffron ×1
G	Desk	Sandwich (Small) ×1
H	Bookshelf	Kitty Toy ×1
I	Flowerbed	Basil ×1
J	Desk	Takoyaki Ramen (Small) ×1
K	Drawers	Yakisoba Noodles (Small) ×1
L	Flowerbed	1500 gald
M	Desk	Gaius Dumpling ×1
N	Flowerbed	Chamomile ×1
O	Chest	Fancy Haircut (Ludger) ×1 Business Outfit (Ludger) ×1


Elevator from 1F to 40F
Elevator to B10F
1F Entrance
23 Quest
5
A
1
START
B
Trigleph
Office
10F
20F
Return to this room during Chapter 14 and speak to employee from the armor development team to receive Spirius Elite.
E F
G
Office
H
Tiggy
Underground Training Terminal
F Appears at the end of Chapter 13
I
DODA
J
30F
This area is off limits until Chapter 14.
Patches
Appears at the end of Chapter 13
M
3
L
K
O
CEO's Office
N
Vice President's Office
06 Quest
40F
2 4
Appears at the end of Chapter 13

Meet the CEO

Get it back to HQ. It'll really help us improve our ability to detect Waymarkers.

1 Take the Fractured Dimension Data from the pursuit agents and travel to the corporate HQ in Trigleph by boarding the ship in Aladhi Seahaven and taking the train in Marksburg. From the train station, go to Technology Drive and head west to enter the first floor of the Spirius Corporation. Chat with Vera in the lobby and find out the that CEO, Mr. Bisley Bakur, wants the data you acquired to be delivered in person.

Who are these people?

L1: **My friends.** (Jude, Elle affinity + 250; Alvin and Leia affinity + 300)

R1: **Heck if I know.**

Well, as it turns out, I have news for you of both varieties: good and bad.

2 **3** Take the elevator on the western wall and you will automatically appear near Bisley's office on the 40th floor. After you hand over the data, he will provide some very interesting information about Julius.

Which would you rather hear first?

L1: **Let's start with the good news.** (Bisley affinity + 400)

R1: **Give me the bad news.** (Bisley affinity + 400)

The good news is that Bisley has been watching Ludger and wants to recruit him into his agency. Conveniently, the bad news is that Ludger is on the police most-wanted list, but Bisley can keep the heat off of Ludger if he agrees to become one of Bisley's agents.

For the sake of the world, you must help us.

L1: **All right.** (Bisley affinity + 400)

R1: **Is this what Julius has been up to?** (Bisley affinity + 400)

Either way you become a DODA agent of Spirius and agree to investigate the Fractured Dimensions that your brother was involved with.

Bonus Scene: Leia (requires completion of her first character episode)

Are you sure about this?

L1: **Not really.** (Leia affinity + 300)

R1: **I am. I've always wanted this job.**

Bisley Bakur is like...

L1: **The King of Elympios.**

R1: **A boss of a sinister organization.**

Head to the Underground Training Grounds

MAIN CHAPTER
Catch

Bisley will walk off and wait for you in the underground training area. When you go there, he will teach you to wield the Kresnik ability surrounding the mysterious Fractured Dimensions. Leave Bisley's office and search the rest of the 40th floor to pick up a few items and find Patches the cat.

MAIN CHAPTER
Check

MAIN CHAPTER

4 Use the above-ground elevator to search the 30th, 20th, and 10th floors before returning to the first floor lobby. While scouring the rooms for hidden items, take note of the terminal on the 30th floor that displays the emergency detonation code for the training room. Also, Tiggy the cat is hiding under a desk on the 20th floor in the same room as a person that worked with Julius. Speak to the employee and he might be able to help you later on (in Chapter 14 for example).

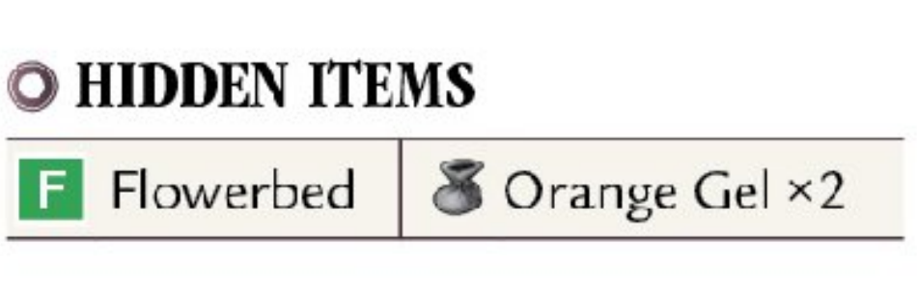
MAIN CHAPTER

5 **6** **7** When you finally reach the lobby, use the underground elevator to the northwest to go down to the basement level B10. Go through the eastern exit to enter a circular room and activate the room lift by checking the terminal with a green screen. Exit the next room to the east and go down the staircase to speak to Bisley and begin the tutorial.

Next
Press X, O to use Power Swing.
Press X, X, O to use Hexentia.

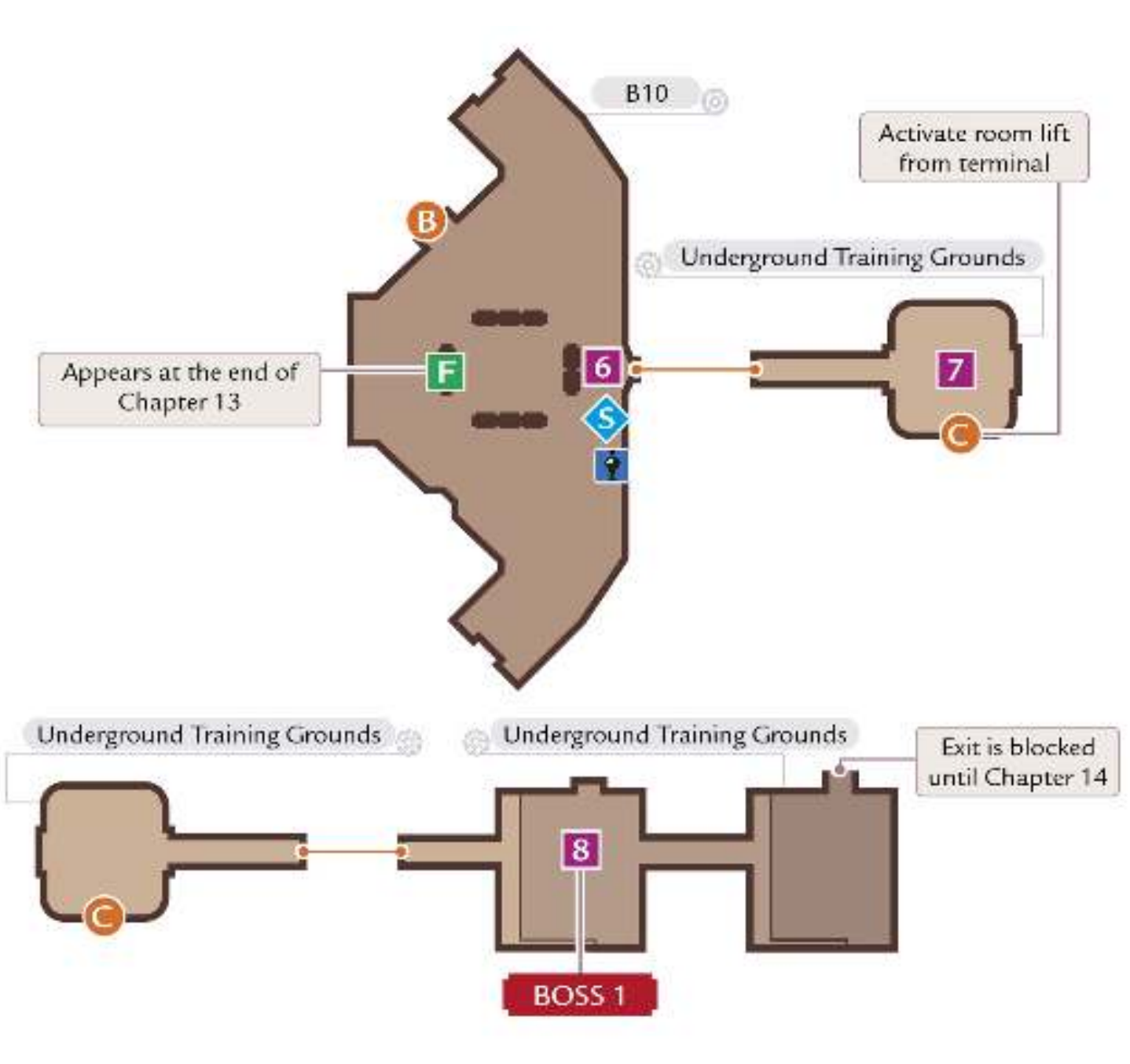
8 Go through the tutorial to learn about the chromatus gauge. When the gauge is full, you can transform anytime —this is a real game changer! While in this mode, you will have access to new devastating moves, combos, and skills.

Agent Training Facility



HIDDEN ITEMS

F	Flowerbed	Orange Gel ×2

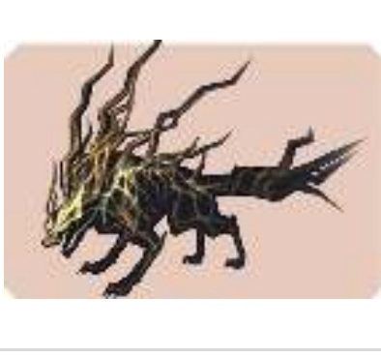

B10
B
Activate room lift from terminal
Underground Training Grounds
Appears at the end of Chapter 13
F
6
7
C
Underground Training Grounds
Underground Training Grounds
Exit is blocked until Chapter 14
C
8
BOSS 1

Note

The chromatus has a huge impact on combat, and using it effectively can mean the difference between failure and victory.

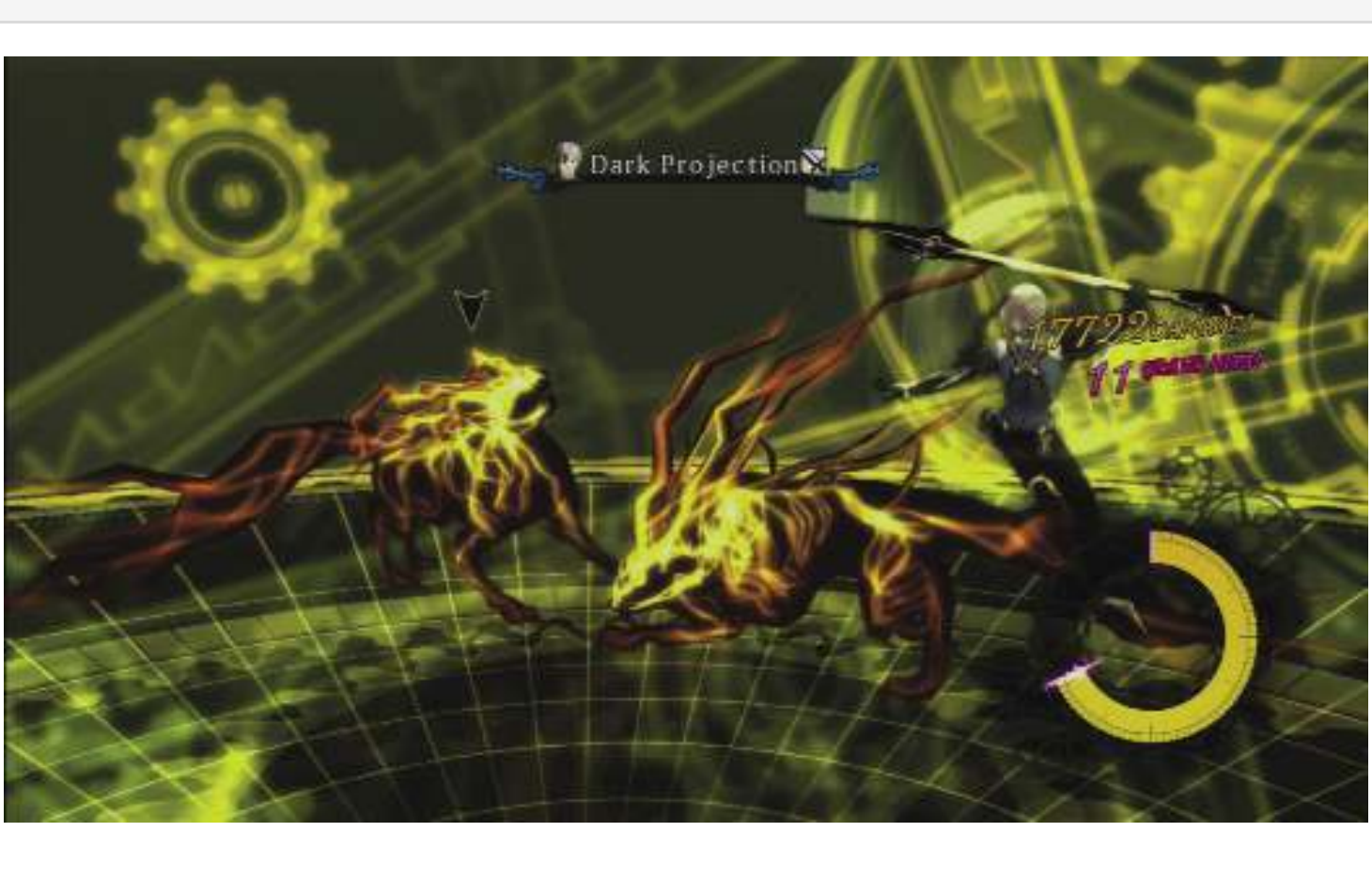
- Chain attacks with X and press O to unleash different moves depending on how high the combo was from hitting X.
- The gauge will deplete over time and while you take damage.
- In this mode you are invincible and only deplete your chromatus gauge, not your health.
- Unique moves and combos are available in this mode.
- Use this mode defensively to avoid damage from a boss's powerful mystic artes or Over Limit attacks.
- This ability has many upgrades in the form of new skills that are learned throughout the game.

Boss Spirius Gatekeeper



Level	1
Iron Stance	20
HP	780
Weak	—
Strong	All types

Drop	Broken Fang (100%) / Beast Dung (100%)
Steal	—


Dark Projection

The Spirius Gatekeepers are resistant to all damage types. If you attack them normally, you won't be able to stagger them with your hits and will face immediate counterattacks. Instead, follow the instructions on screen and transform at the beginning of the fight. While in your transformed state, you won't be staggered by enemy attacks and you won't receive any damage from them. Additionally, your attacks are not affected by resistances, so you can repeatedly use powerful attacks like Hexentia or Dark Projection to wipe out your foes without much trouble. Remember that while transformed, the artes you execute will change based on how many regular attacks preceded them.

Debt Repayment Interval 6-7

Payment required	50000 gald

Character Episodes

Alvin 1	
Location	Duval
Reward	Alvin color variation costume, affinity +500

Elize 1	
Location	Hamil
Reward	Elize color variation costume, affinity +500

Event Quest

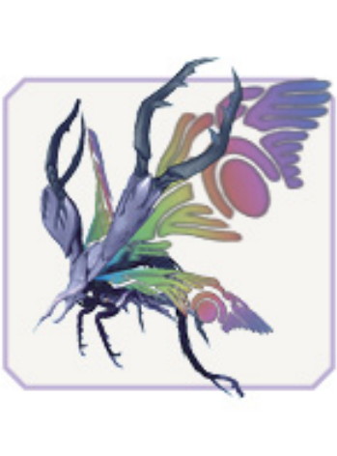
05 **Elle's Belongings**

Client	Party	Item / Task	Location	Description	Reward
Elle	Ludger	Elle's Job Report	Trigleph—Ludger's House	I forgot something at your place, Ludger! It's super important! We have to go back and get it!	800 gald, 256 Points, Item Sphere Plus

Monster Hunting Quests

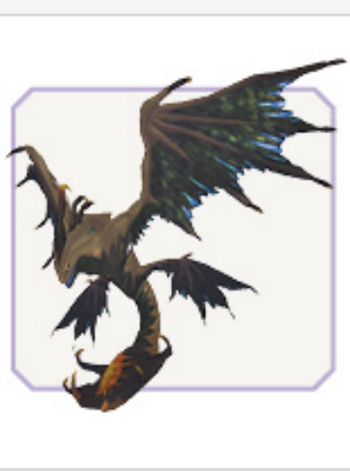
Quest Name	Required Title	Target	Location	Rewards
Jolyne's Plea - Part 3	Wooden Badge	Alest Chirpee	Alest Highroad	800 gald, 500 Points, Sidekick Mask
You on an Adventure?	—	Fleet Mare	Galia Trail	800 gald, 100 Points, Tornado

Elite Monster info



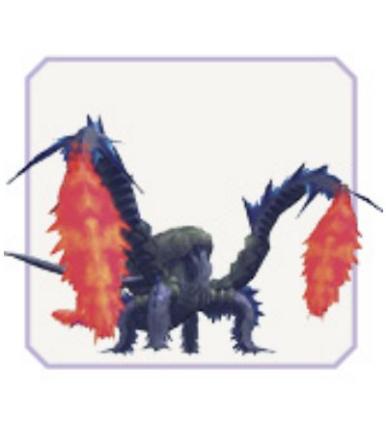
Giant Insect: Radiant Horn!

Client	Location	Rewards
Spirius Corp.	Nia Khera Spiritway	21000 gald, 6300 Points



Wings of Light: Siennabronc!

Client	Location	Rewards
Spirius Corp.	Various Places	175000 gald, 52500 Points



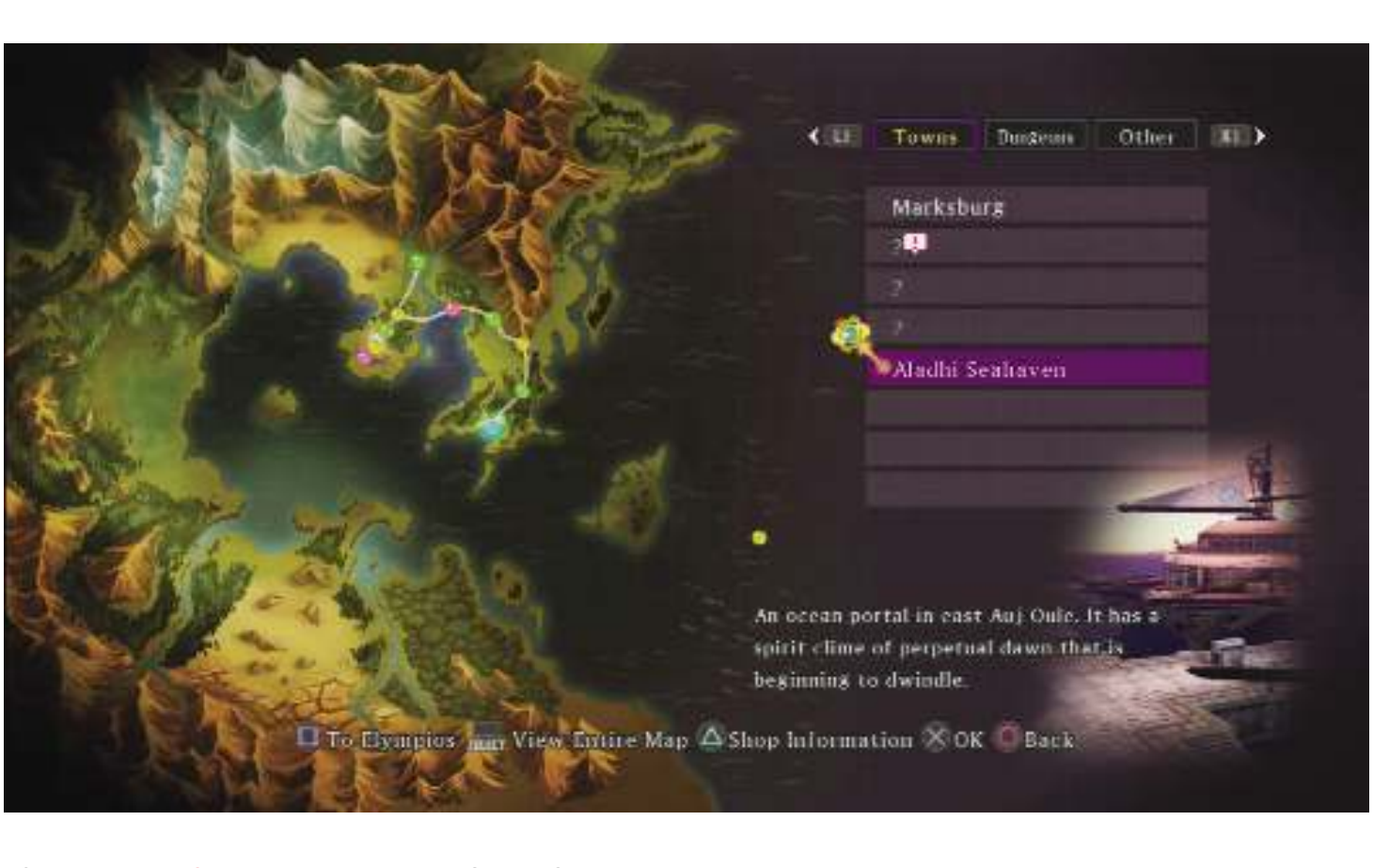
Face of Death: Greater Demon!

Client	Location	Rewards
Company Employee	Kijara Seafalls	21000 gald, 6300 Points

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	One Way Woman	Anywhere	Before debt repayment	L1: None R1: Elle +250	Ludger Alvin Elize Elle
Debt Repayment Interval	Main	Call from Vera (1)	Anywhere	Obtaining the World Map After debt repayment	—	Ludger Elle

Complete Quests to Pay Your Debt


L1
Towns
Dungeons
Other
R1
Marksburg
?
?
Aladhi Seahaven
An ocean portal in east Auj Oule. It has a spirit clime of perpetual dawn that is beginning to dwindle.
To Elympios
View Entire Map
Shop Information
OK
Back

After completing Chapter 6, when you exit Spirius Corporation, Vera will give you a World Map! Finally, you can go to any previously visited area in a snap. The map displays the names of places you have been as well as a question mark for areas you haven't visited that are connected to the others you have. The World Map is a great way to travel instantly, but it also displays possible missions in each area using a green ! for Event Quests, red ! for Character Episodes, and the familiar yellow star for mission objectives.

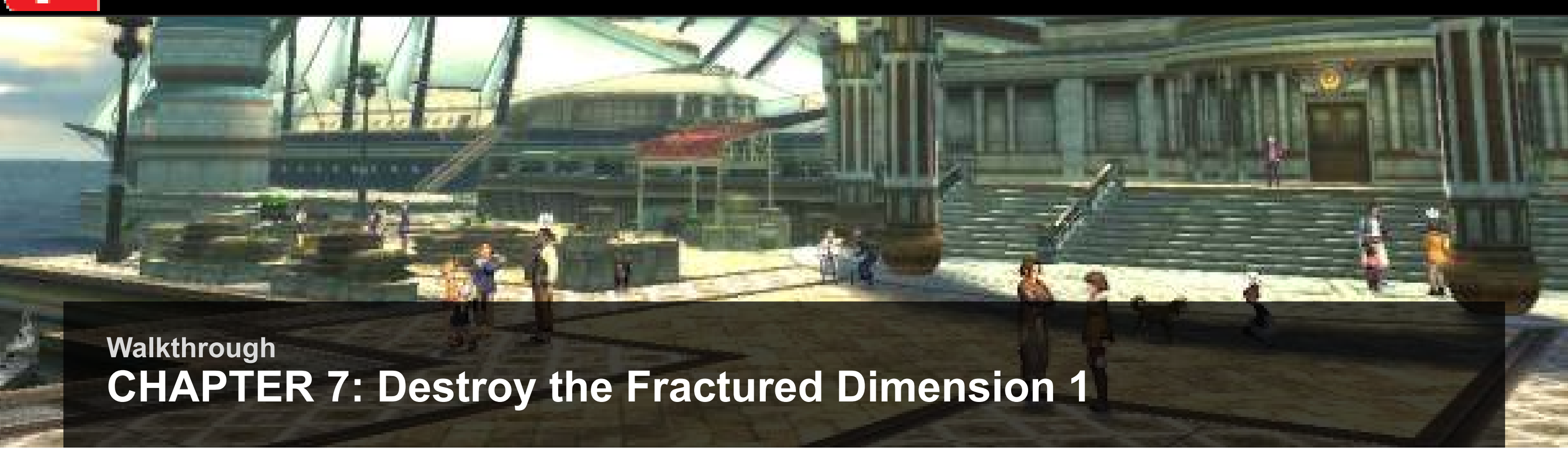
Elle
This is the best brush ever! EVER! I've tried 'em all, and this one keeps his fur the softest and shiniest!

There are no new areas to explore in this interval, and to make it more challenging, the debt repayment amount for this period has increased significantly from last time. This is a good time to grind for experience, gald, and items from the Kitty Dispatch. Make sure to finish any lingering quests and be sure to complete the time-sensitive quest called Elle's Belongings. The real reward from that quest is not gald but the Item Sphere Plus that increases the options of auto items your teammates can use in battle.

Note

Now that you have lots of auto slots to fill for your teammates, make sure they can be more effective on the battlefield with the right items. Give them the ability to use Life Bottle to restore allies and Panacea Bottle to take care of aliments.

If you are having trouble reaching the debt repayment goal, the solution is to go after an Elite Monster. The first few should not be a problem at this point, but the new ones can be rough depending on how prepared you are. Defeating these beasts is the best way to earn gald and raise your job title.



Town

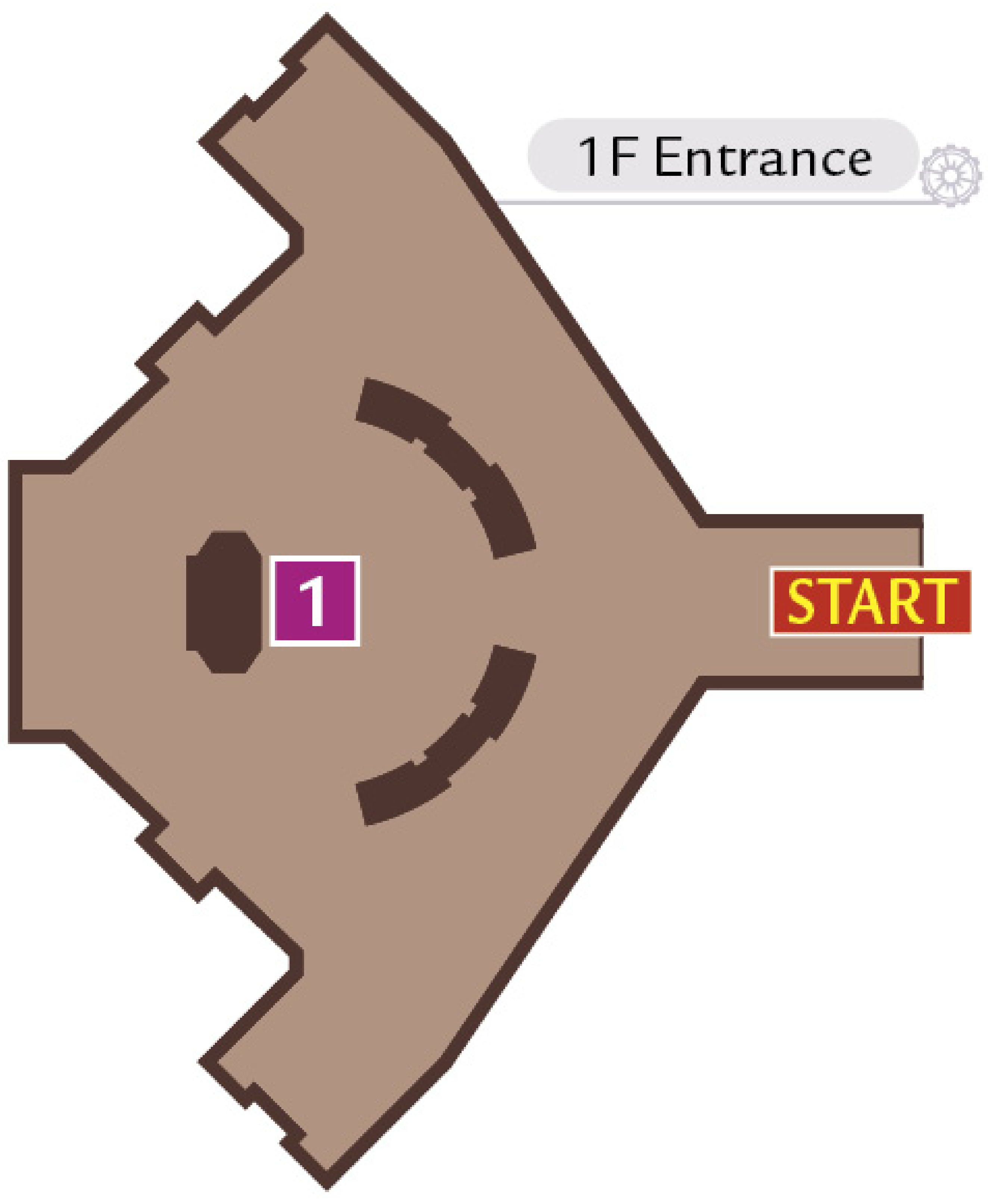
Spirius Corp. (2)—Trigleph (Fractured)

Required Teammates	Ludger Alvin Elize Rowen
Inn Price	300 gald
Elemental ore	9–30
Cats	—

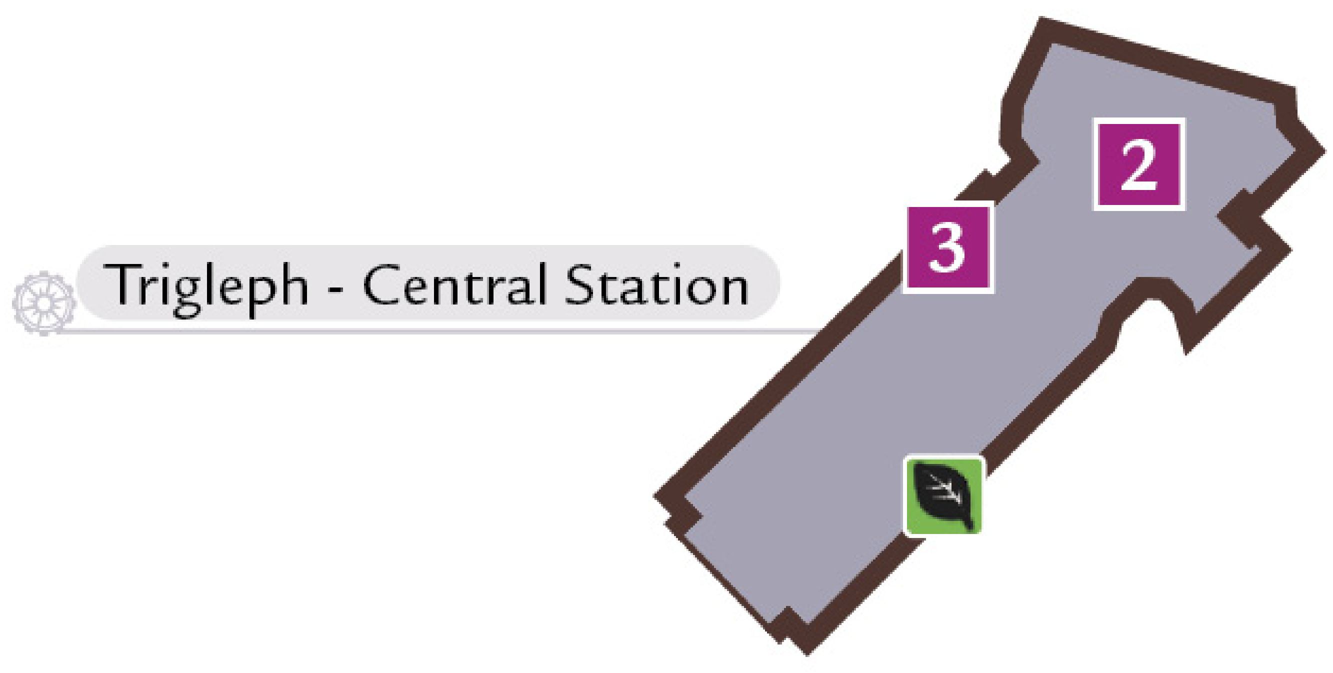
Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Spirius Corp. (2)—Trigleph (Fractured) 2	Main	Ludger's Power	Trigleph (Fractured)	—	—	Ludger Alvin Elize Elle Rowen

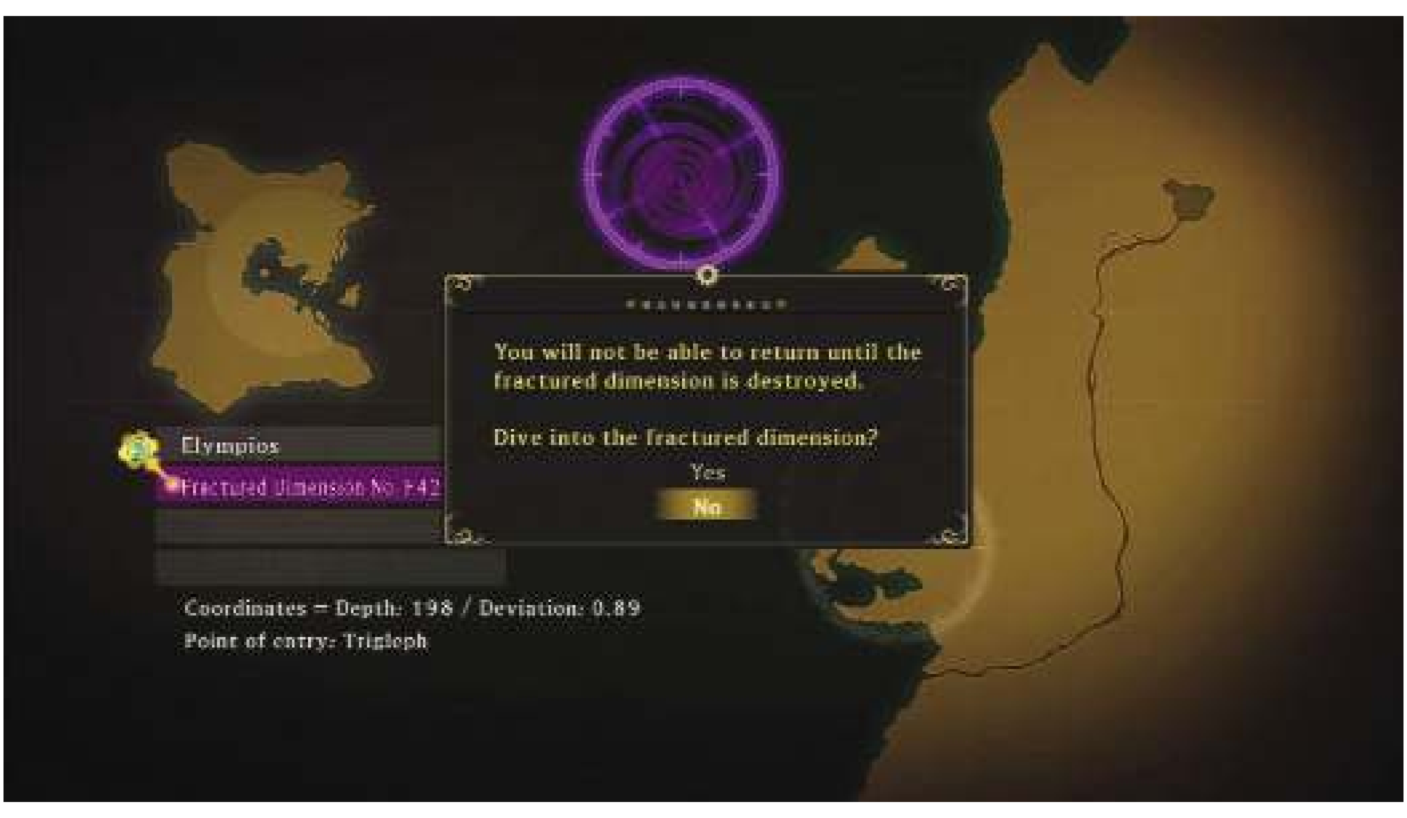
Spirius Corporation



Trigleph Fractured



First Mission as an Agent



You will not be able to return until the fractured dimension is destroyed.

Dive into the fractured dimension?

Coordinates = Depth: 198 / Deviation: 0.89
Point of entry: Trigleph

1 Report to Spirius Corp. for your first official mission as a DODA agent. On the first floor talk to Vera and Nova to start the chapter. Now that you know about Fractured Dimensions, it is your job to deal with them. Use the following dialogue option to boost your affinity with most of the party. Press R3 to enter the World Map and go to View Entire Map to select the Fractured Dimension.

He wants us to come along.

L1: **I can't drag you all into this...** (Jude affinity +250)

R1: **You'll help me?** (Alvin, Leia, Elize, Rowen affinity +300)

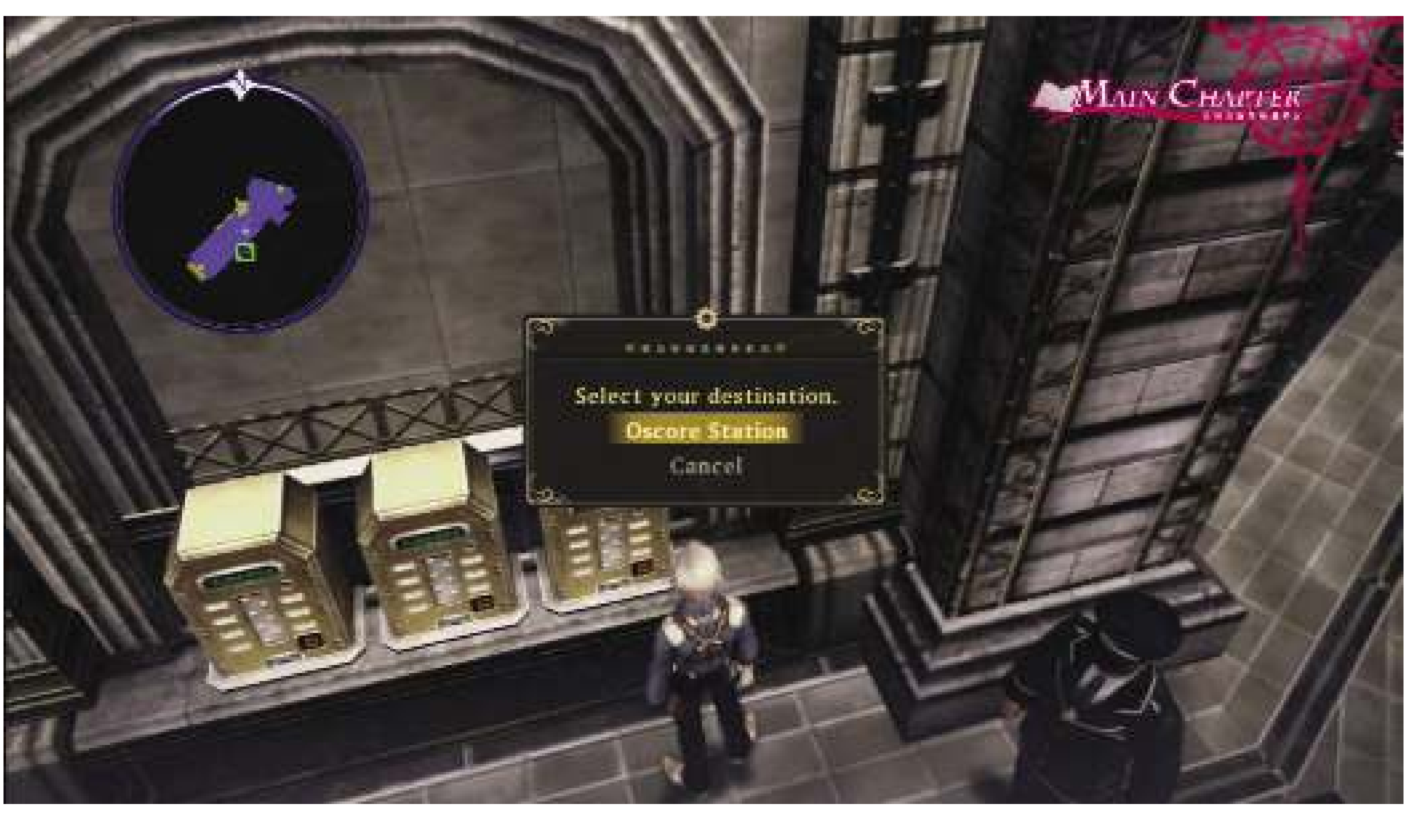
Note

Once you enter a Fractured Dimension you will not be able to leave until it is destroyed.

We've confirmed your entry into the Fractured Dimension.

L1: **The GHS still works here?**

R1: **But how do we search for it?**



Select your destination.

2 3 Check out the alternate Trigleph if you want to upgrade the team's equipment and consider creating Ludger's Custom Order Prometheus (Darkness) dual blades - they will help out a lot in an upcoming boss battle. The other members of the party look for clues in Trigleph, but Ludger's role is to go to Oscore Station. The ticket machine is only a few steps away.

Dungeon

Oscore Plant (Fractured)

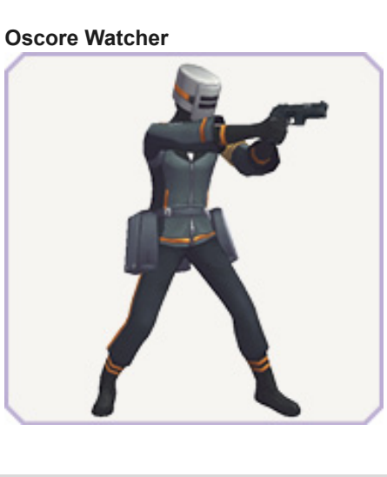
Required Teammates	Ludger Alvin Elize Rowen
Inn Price	—
Elemental ore	—
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Oscore (Fractured)	Main	The Great Spirits	Oscore (Fractured)	Go to Central Dome in Oscore Plant	—	Alvin Elize Rowen

Enemies

Oscore Watcher



Type ●	
HP	2310
Weak	● ●
Strong	—

Oscore Chief

Type ●	
HP	7200
Weak	● ●
Strong	●

Spyrix Sentry 3.0

Type ●	
HP	4620
Weak	● ●
Strong	●

Oscore Guard

Type ●	
HP	2310
Weak	● ●
Strong	●

Goblin Farmer

Type ●	
HP	2148
Weak	● ●
Strong	●

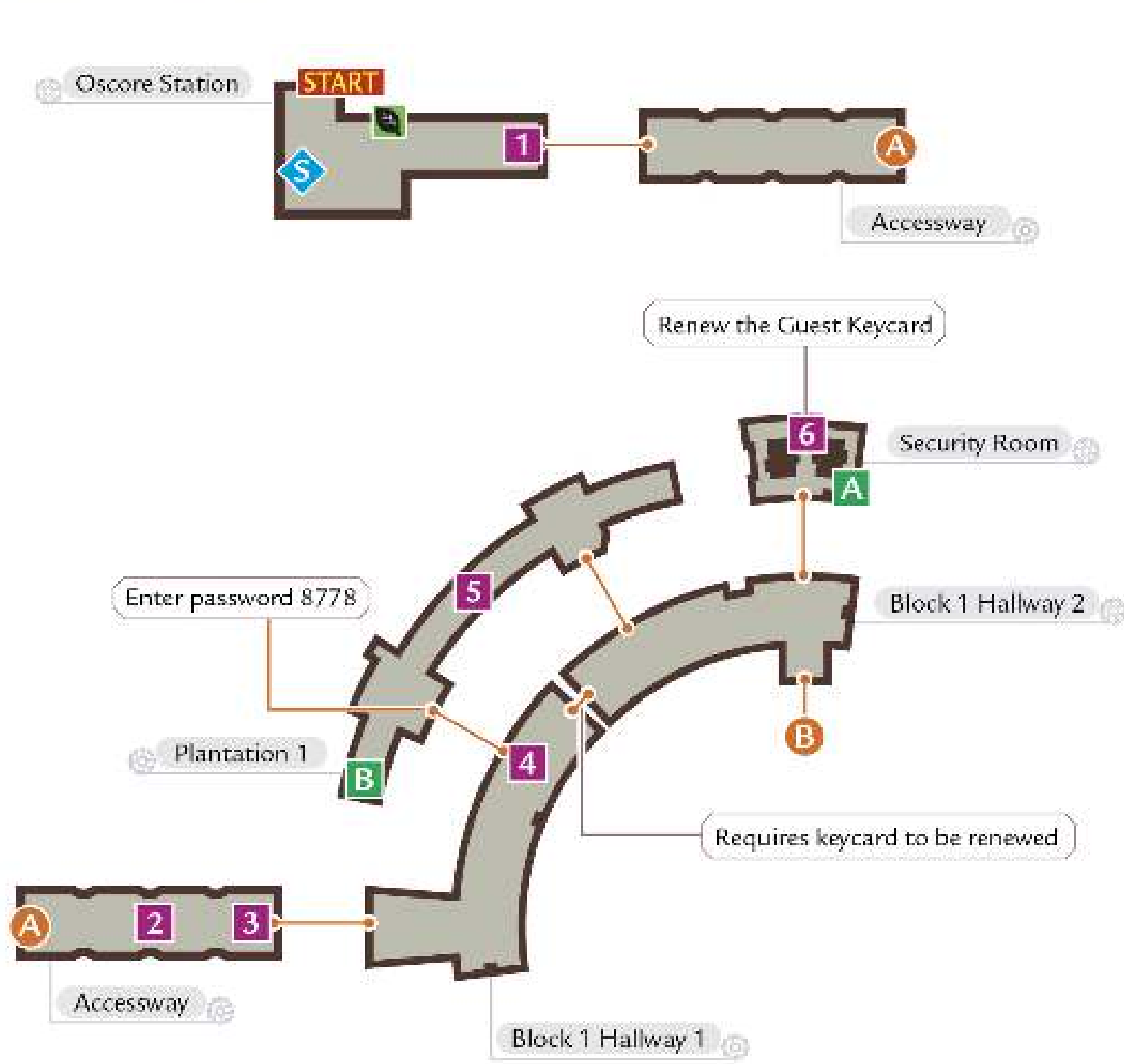
Pollen Bee

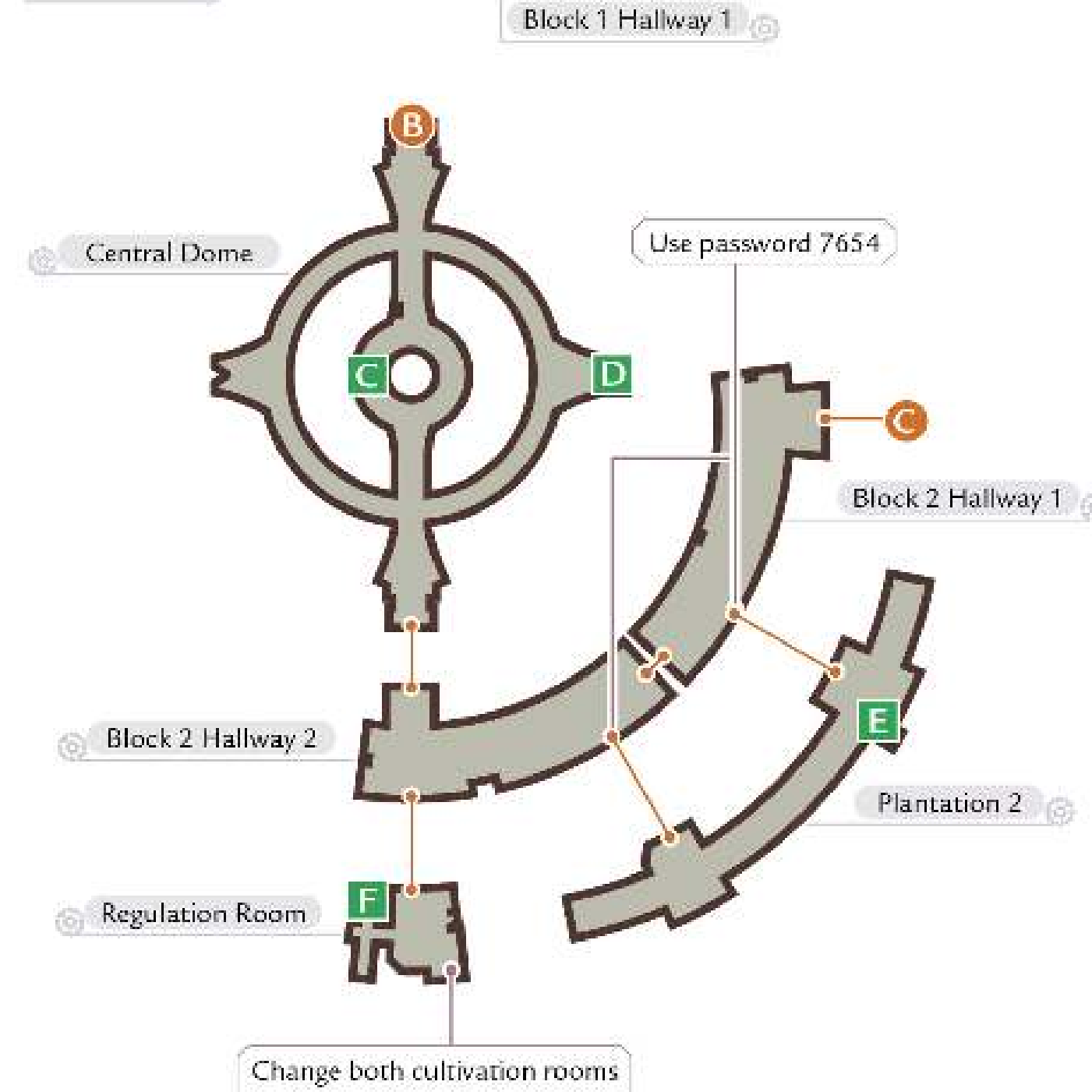
Type ●	
HP	2148
Weak	● ●
Strong	—

Oscore Fractured

TREASURES

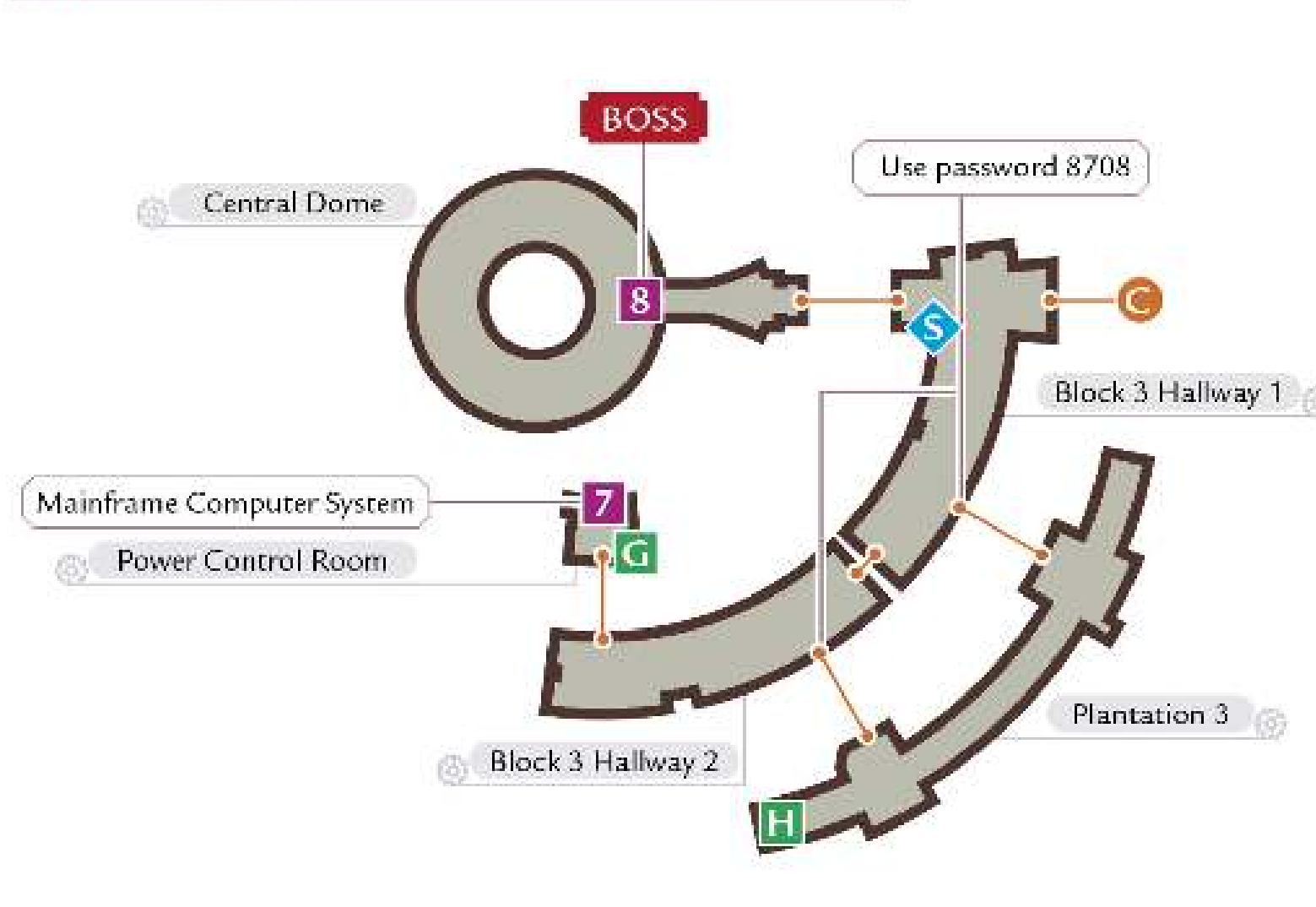
A	Chest	Long Coat ×1
B	Chest	Nameless Seed ×1
C	Chest	Spicy Chicken Roll (Small) ×1
D	Shelf	Verbena ×1
E	Chest	Veggie Set ×2
F	Chest	Wisdom Ring ×1


Oscore Station
START
S
1
A
Accessway
Renew the Guest Keycard
6
Security Room
A
Enter password 8778
5
Block 1 Hallway 2
Plantation 1
B
4
B
Requires keycard to be renewed
A
2
3
Accessway
Block 1 Hallway 1

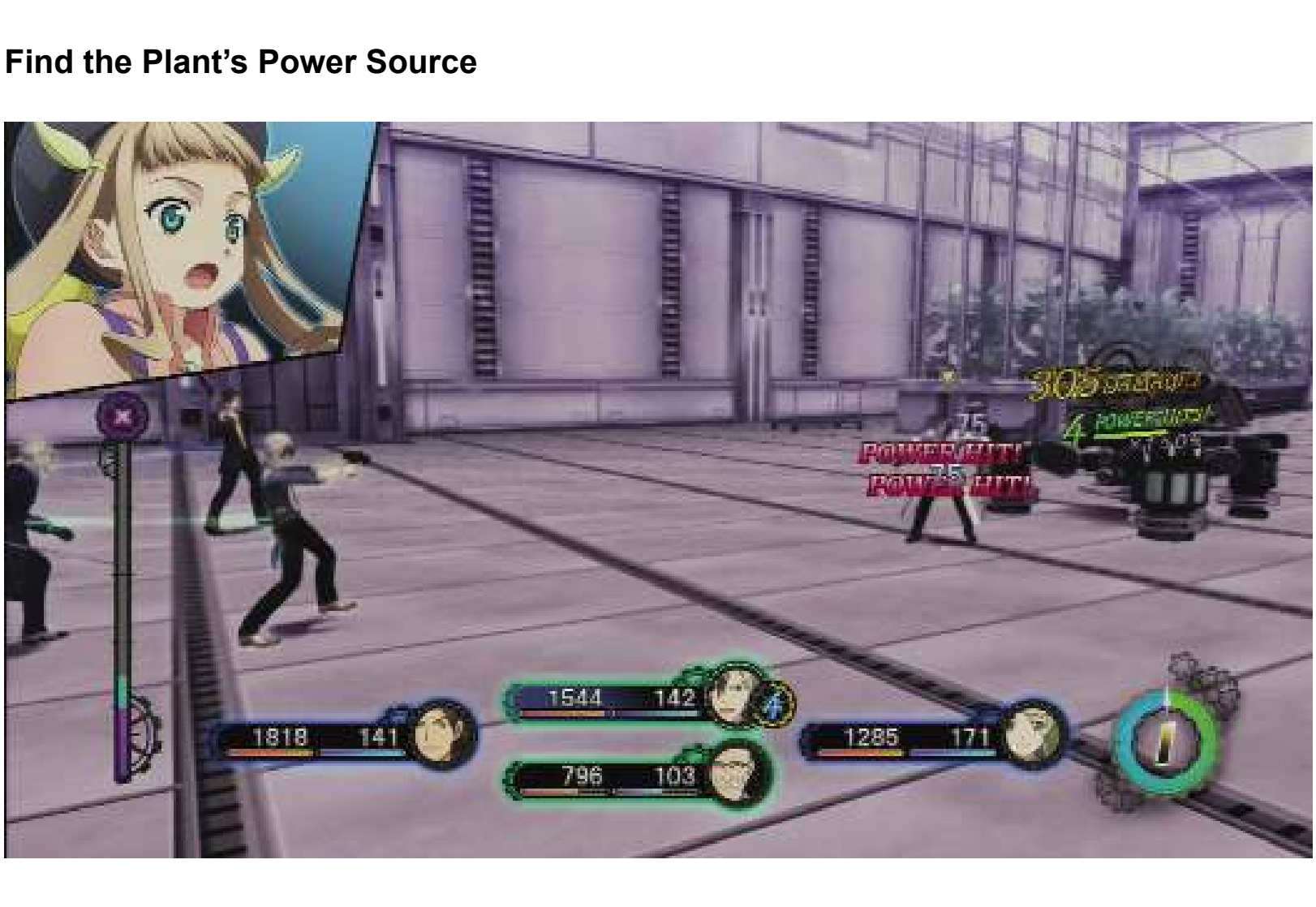

B
Central Dome
Use password 7654
C
D
C
Block 2 Hallway 1
Block 2 Hallway 2
E
Plantation 2
Regulation Room
F
Change both cultivation rooms to normal from this terminal.

TREASURES

G	Chest	Tomato a la Mode (Small)
H	Chest	Mysterious Liquid x2


BOSS
Central Dome
Use password 8708
8
S
C
Block 3 Hallway 1
Mainframe Computer System
7
Power Control Room
G
Plantation 3
Block 3 Hallway 2
H

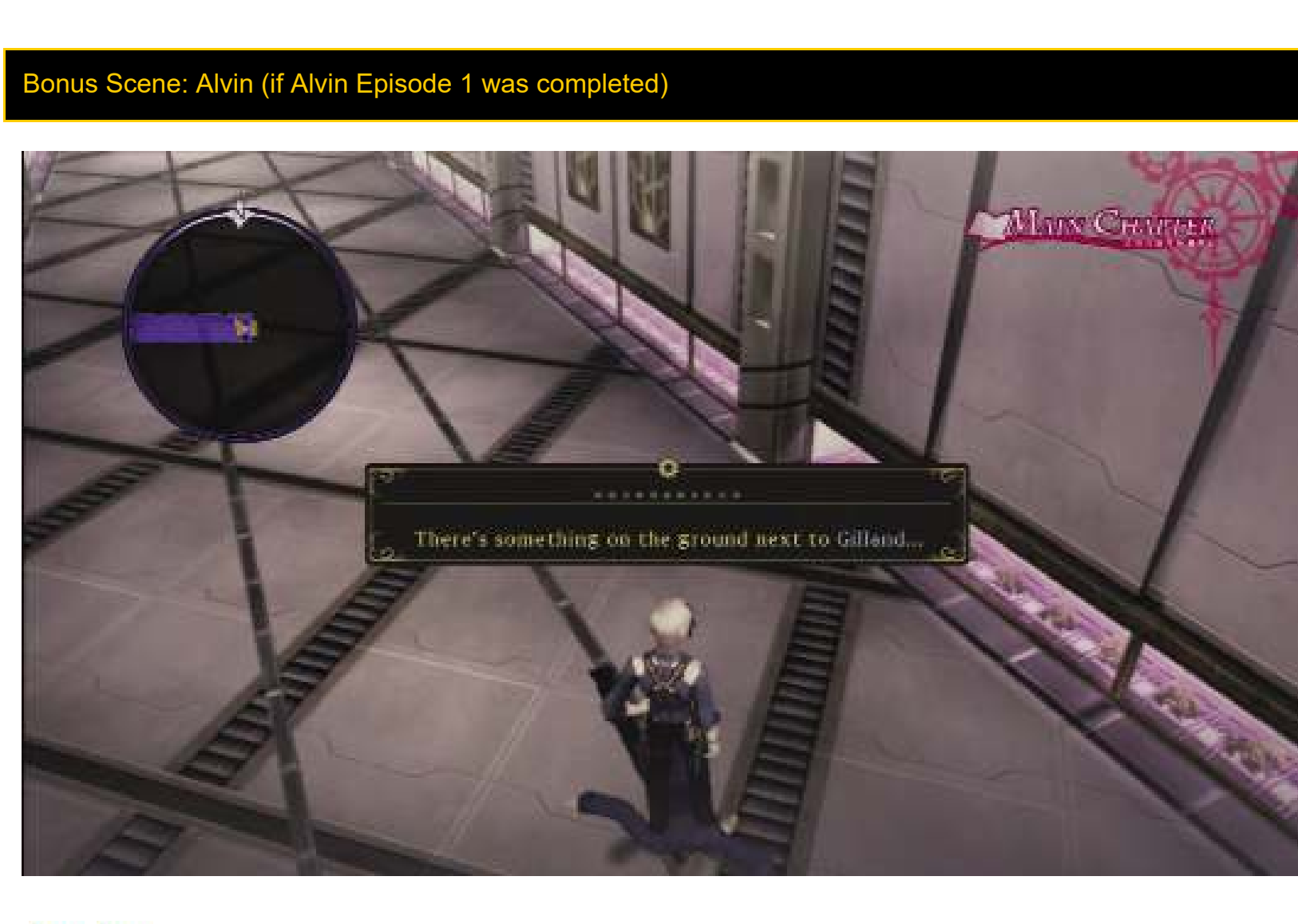
Find the Plant's Power Source



Most of the foes are susceptible to gunfire, and the biggest threat of the group is the Oscore Chief that can return fire. Many of the foes have long-range attacks that can shock the party or have a large area of effect. Always prioritize these projectile-based enemies with constant pressure to smother their attacks and pin them down before they wreak havoc on the entire party.

1 Before starting the area, stop by the Oscore Plant Store and fill up your item reserves. Open the door to the east and meet Alvin's uncle.

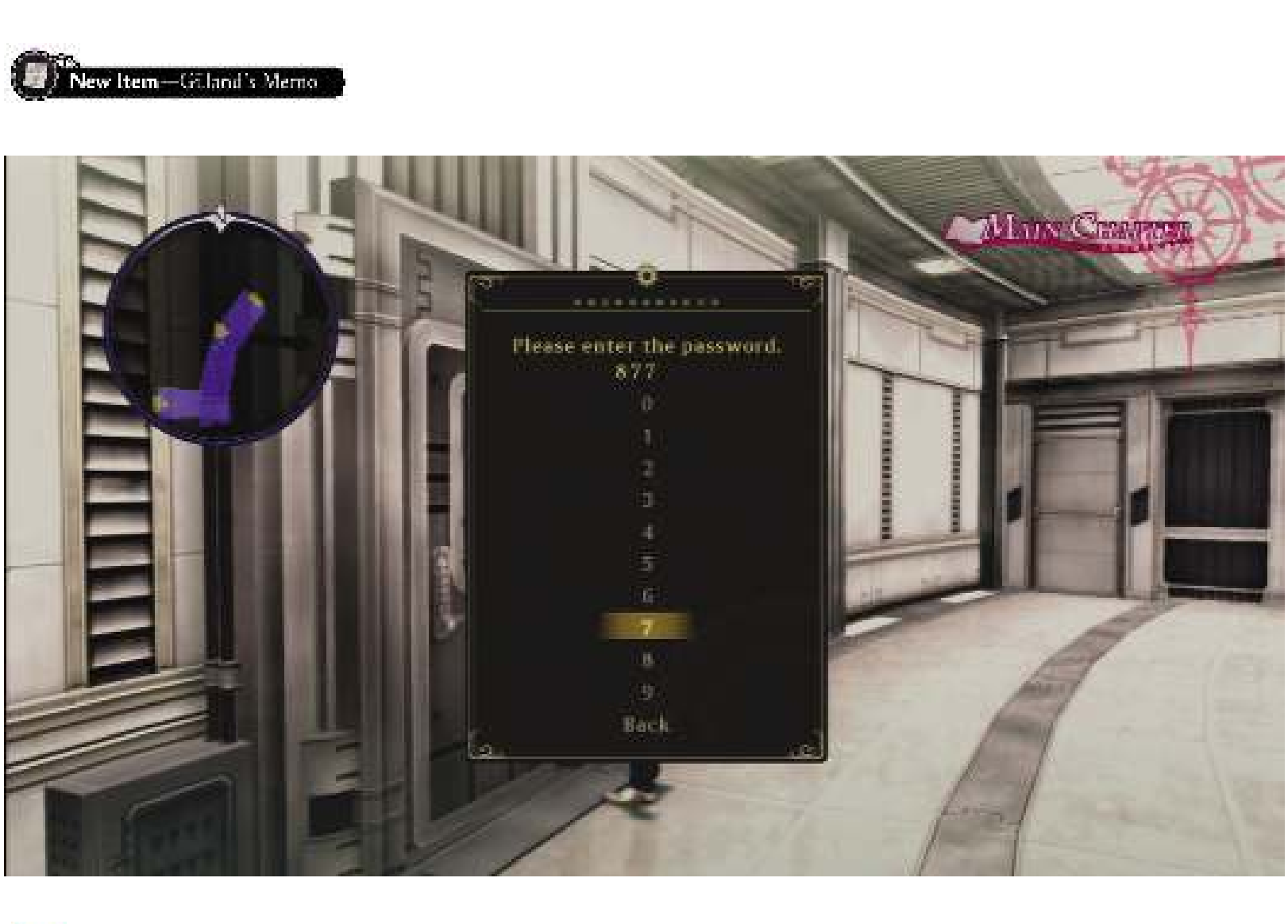
Bonus Scene: Alvin (if Alvin Episode 1 was completed)


There's something on the ground next to Gilland...

2 **3** After a little incident, search Alvin's uncle for the Guest Keycard and Gilland's Memo. Unfortunately the key card has expired and is of no immediate use, but that code on the memo will provide the access you need.

New Item Guest Keycard

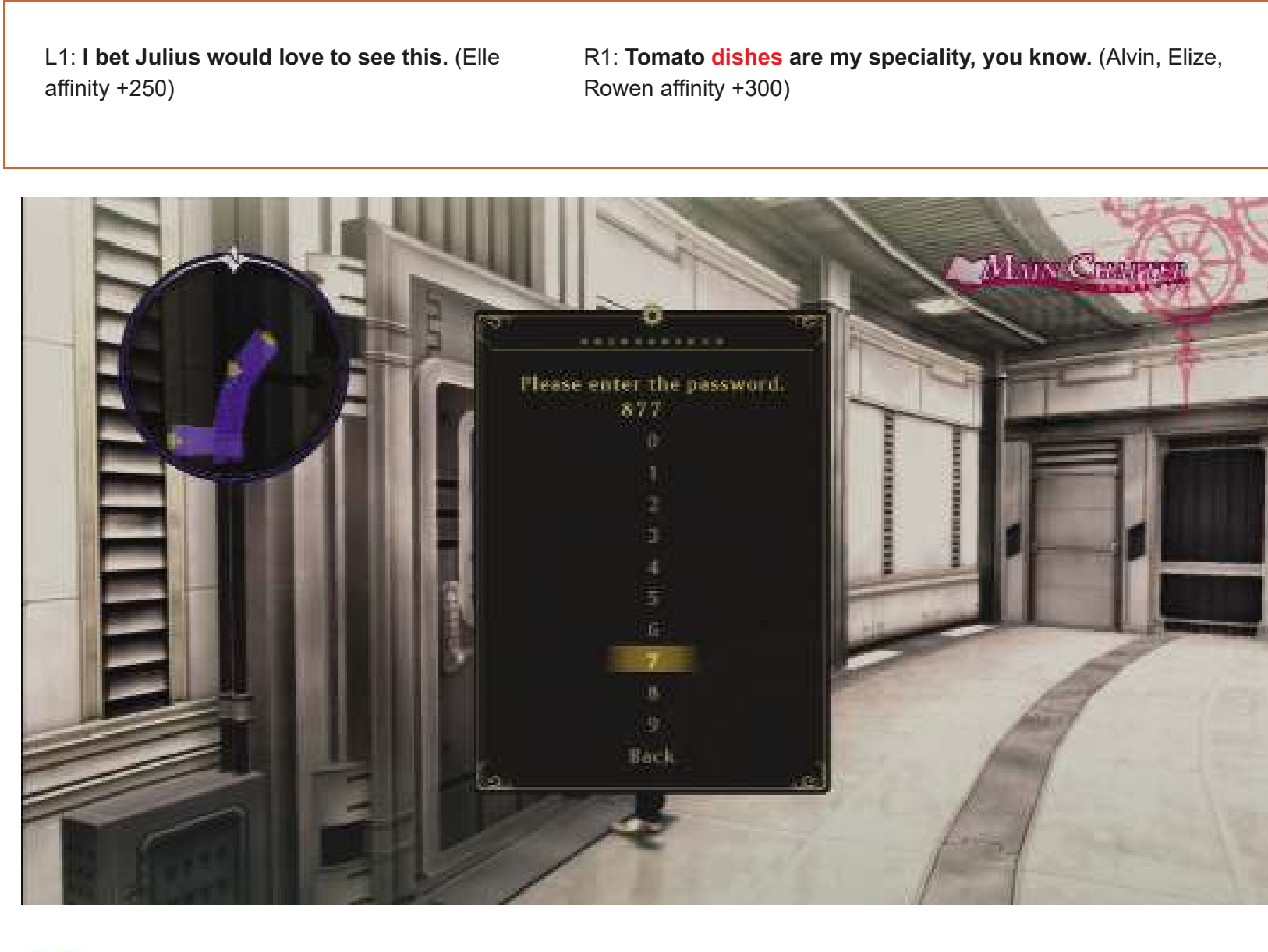
New Item—Gilland's Memo


Please enter the password.
877
0
1
2
3
4
5
6
7
8
9
Back

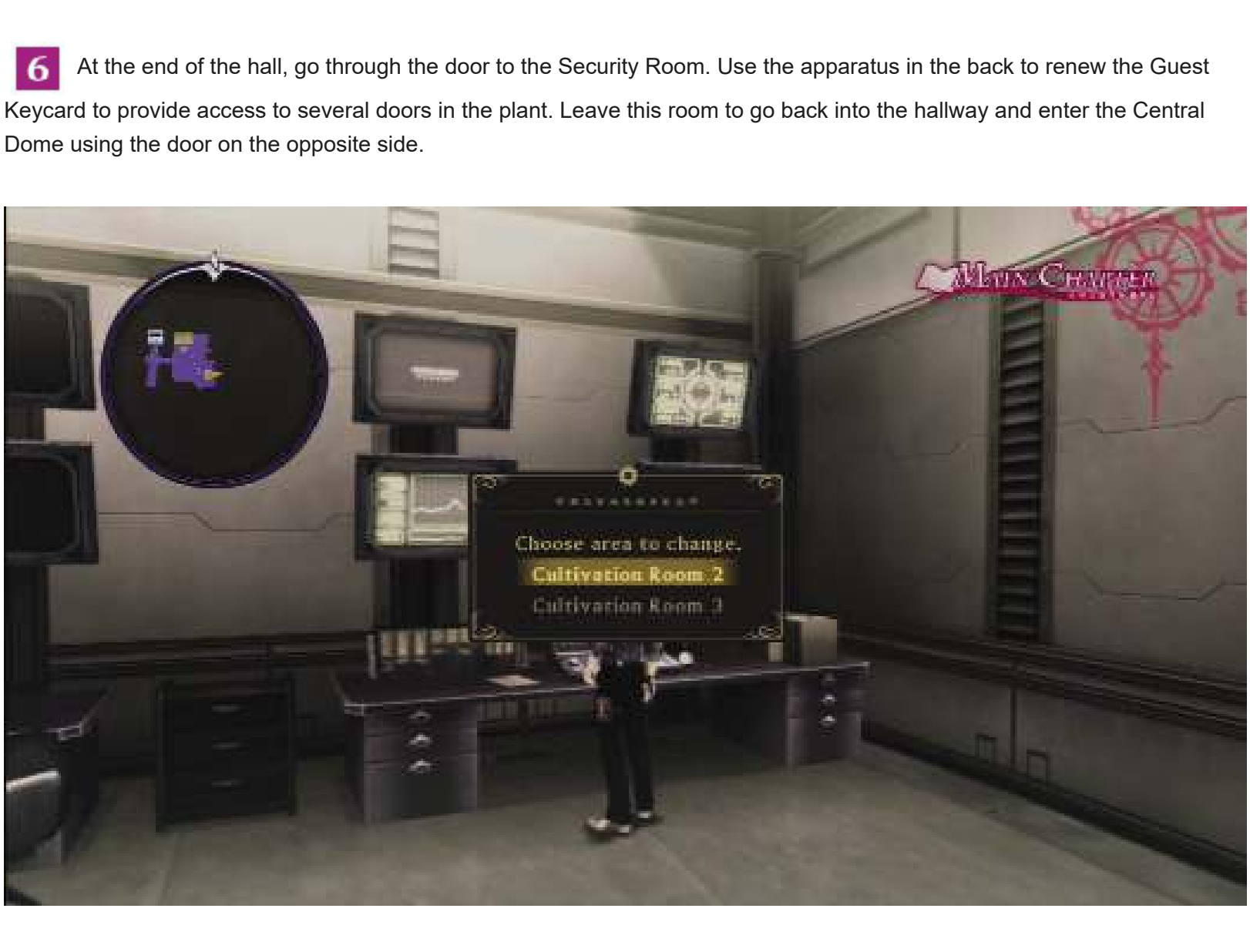
4 When you examine Gilland's Memo it contains three series of four-digit numbers. The numbers are passwords that allow access to three separate Cultivation Rooms. Go into the hallway and enter the first password (8778) at the first door on the left to enter the Plantation 1 room.

5 **What'll you say?**

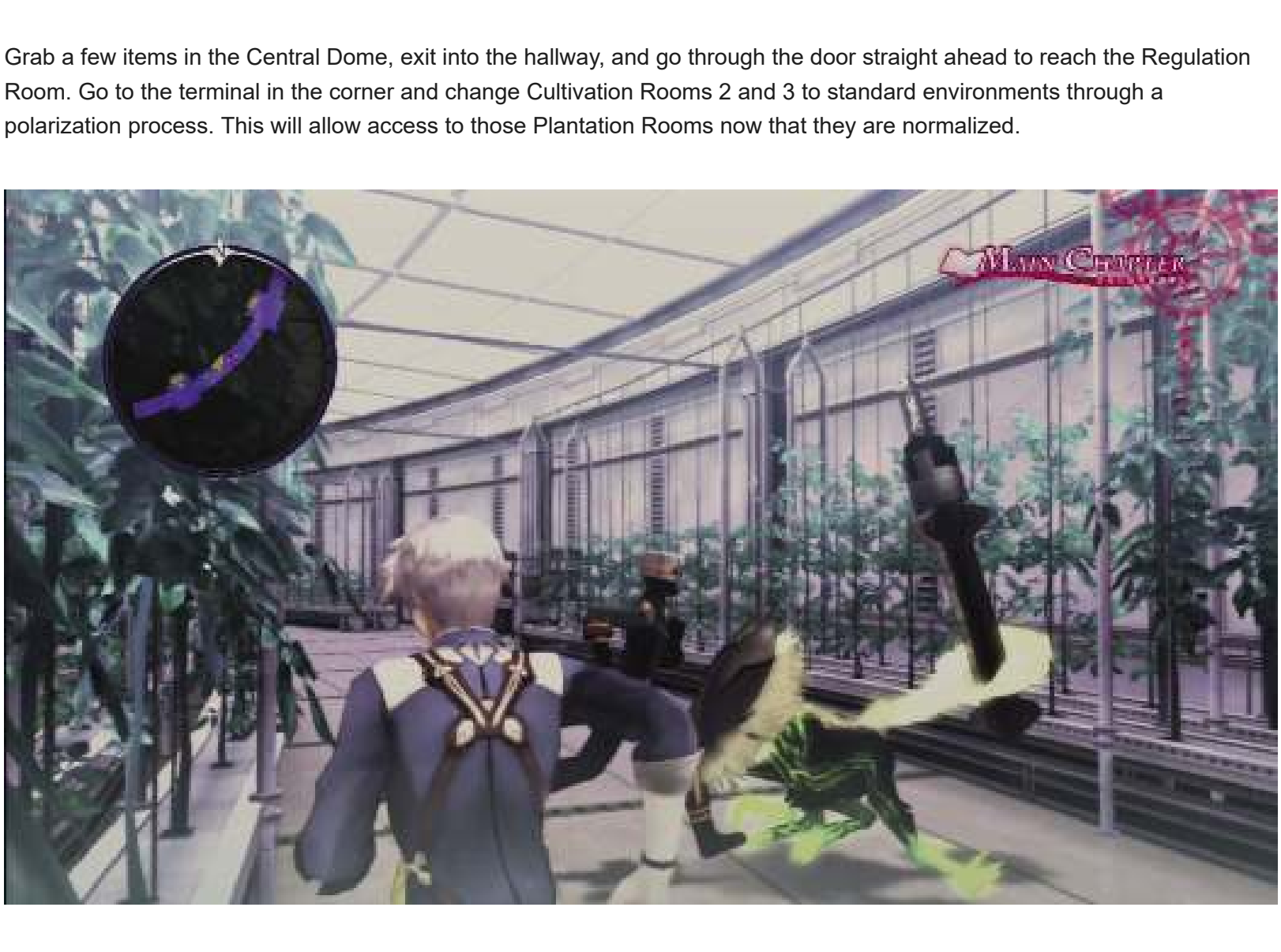
L1: **I bet Julius would love to see this.** (Elle affinity +250)	R1: **Tomato dishes are my speciality, you know.** (Alvin, Elize, Rowen affinity +300)


Please enter the password.
877
0
1
2
3
4
5
6
7
8
9
Back

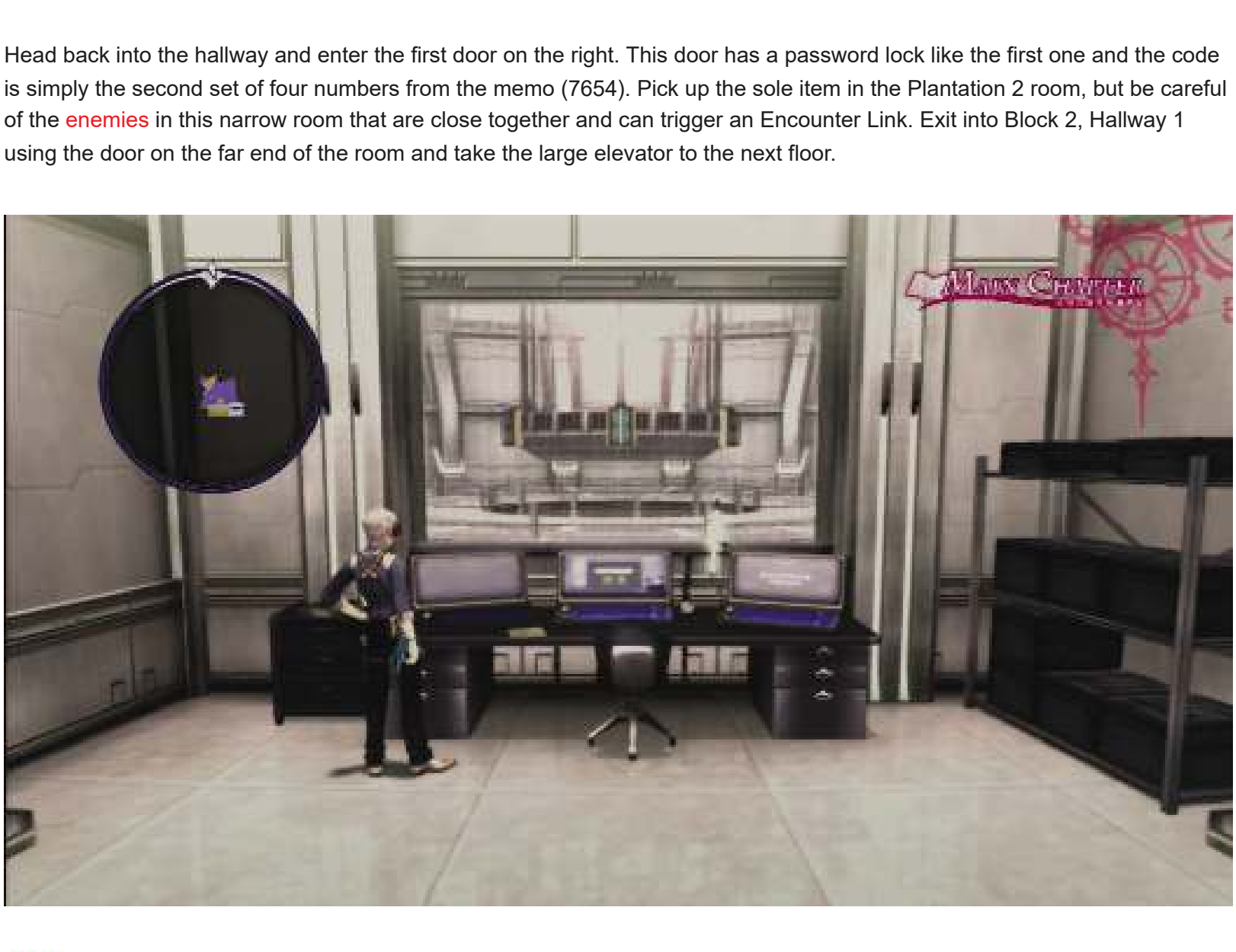
6 At the end of the hall, go through the door to the Security Room. Use the apparatus in the back to renew the Guest Keycard to provide access to several doors in the plant. Leave this room to go back into the hallway and enter the Central Dome using the door on the opposite side.


Choose area to change.
Cultivation Room 2
Cultivation Room 3

Grab a few items in the Central Dome, exit into the hallway, and go through the door straight ahead to reach the Regulation Room. Go to the terminal in the corner and change Cultivation Rooms 2 and 3 to standard environments through a polarization process. This will allow access to those Plantation Rooms now that they are normalized.



Head back into the hallway and enter the first door on the right. This door has a password lock like the first one and the code is simply the second set of four numbers from the memo (7654). Pick up the sole item in the Plantation 2 room, but be careful of the enemies in this narrow room that are close together and can trigger an Encounter Link. Exit into Block 2, Hallway 1 using the door on the far end of the room and take the large elevator to the next floor.

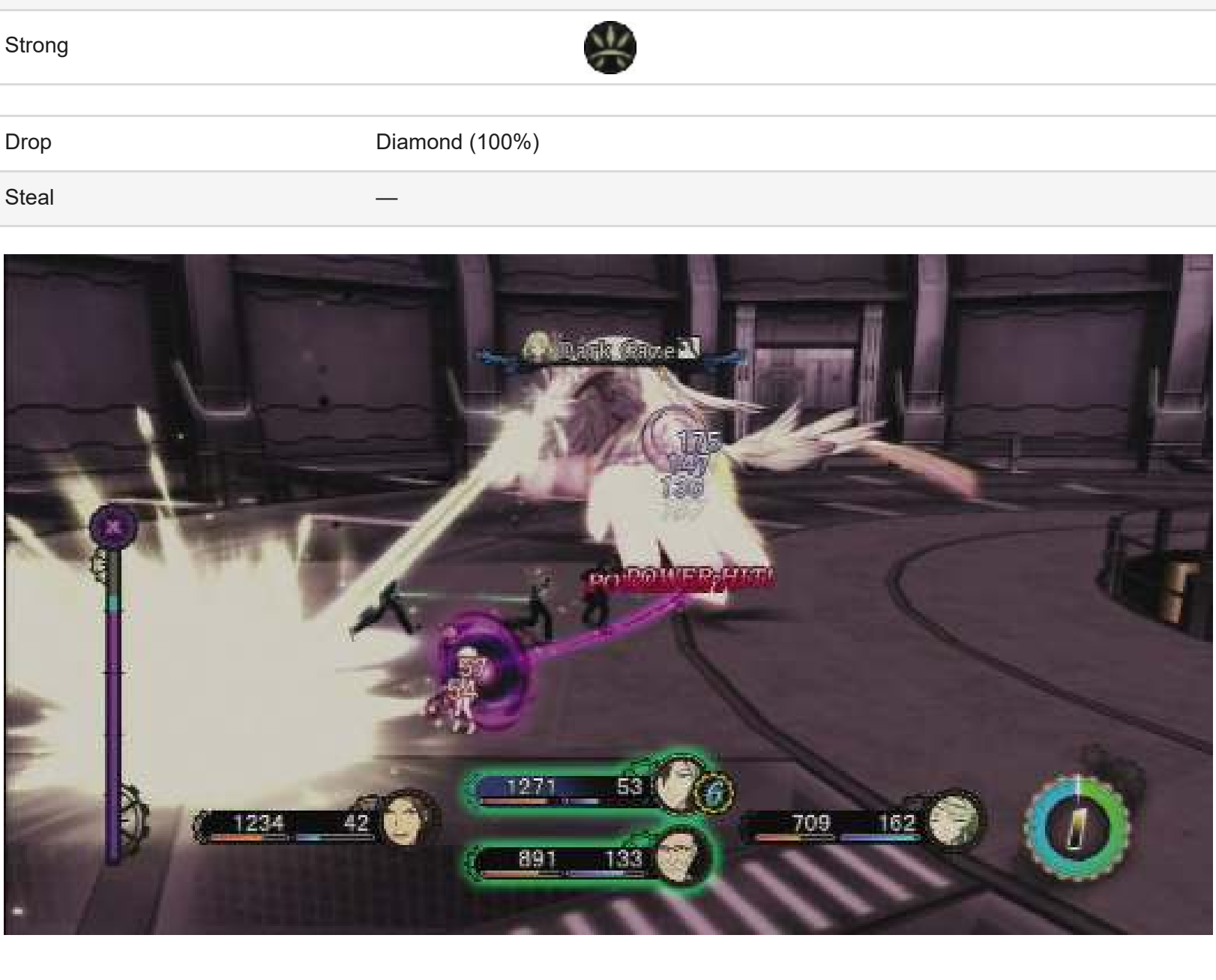


7 The third and final locked door leads to the Plantation 3 room and will require the final set of four digits from the memo (8708). Continue to battle enemies to get to Block 3, Hallway 2 to access the Power Control Room. This room has the Mainframe Computer System that is currently running in normal mode. Check the system and go into maintenance mode to lower the power core into the Central Dome. Backtrack to the Central Dome and prepare to fight the thing that is powering the entire plant!

8 BOSS ASKA (FRACTURED)

Level	20–24
Iron Stance	150
HP	68226–78090
Weak	● ●
Strong	●

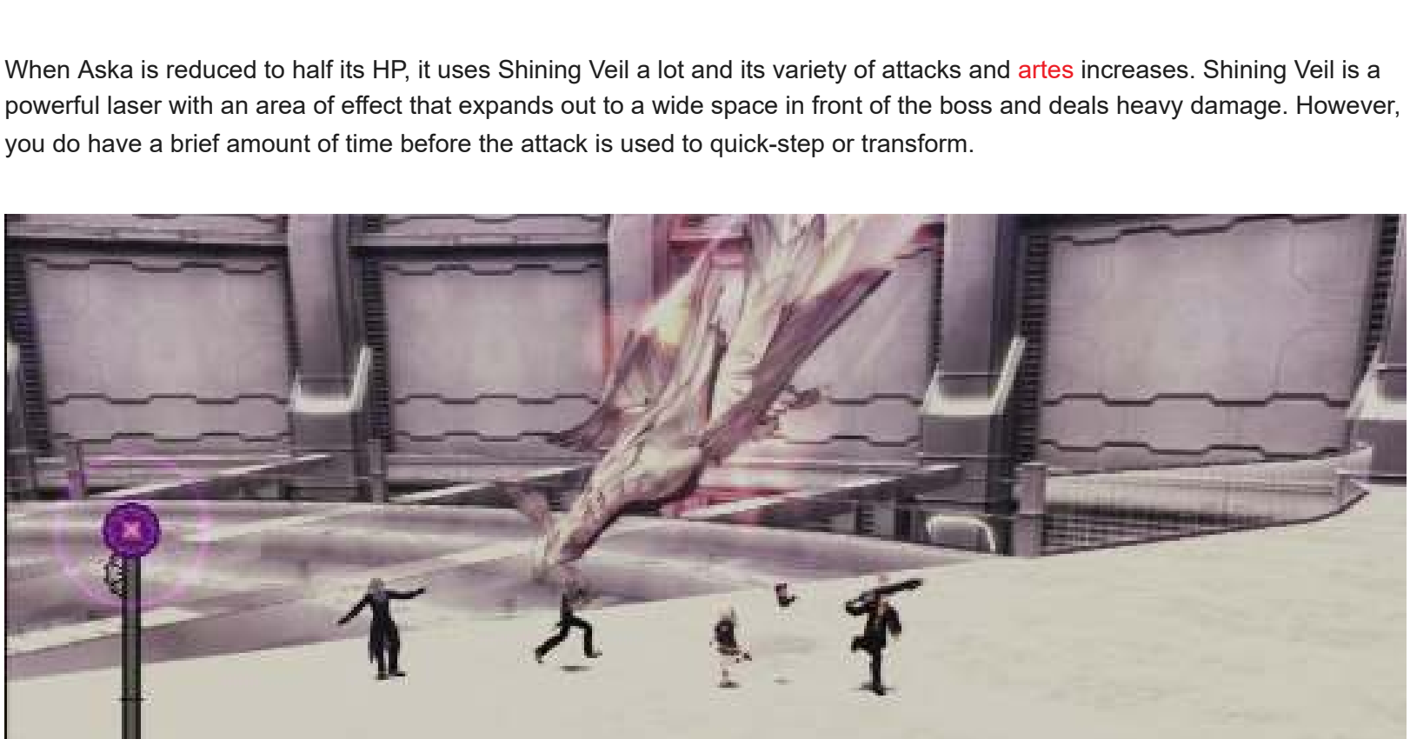
Drop	Diamond (100%)
Steal	—



Aska mainly fights with horizontal beam attacks and vertical pillars of light that erupt from the ground. If you stick close to Aska you'll be able to dodge the beams, and when you see a ring of light on the ground before a pillar strike, you should start guarding. Continue sticking close to attack it, striking from beneath its feet with a dark-type gun to exploit its weakness. However, if Ludger has the Prometheus (Darkness) dual blades, he can use that to take advantage of the enemy's vulnerability to Dark attacks.

Remember that you can transform at any time, and in that state the Dark Projection arte is a great way to land hits on foes who are flying around.

When Aska is reduced to half its HP, it uses Shining Veil a lot and its variety of attacks and artes increases. Shining Veil is a powerful laser with an area of effect that expands out to a wide space in front of the boss and deals heavy damage. However, you do have a brief amount of time before the attack is used to quick-step or transform.



The other attack to look out for is a long, straight-line lunge that knocks targets down. Aska uses this from the start of the fight, but after using Shining Veil, it uses that more often and also uses it to plummet down from mid-air. This attack is preceded by a beating of wings that generates dust. When you see that happen, stop attacking and immediately block.

The boss provides an invaluable tip about someone in a wasteland beyond Helioborg (Dimensional Breach). Once the boss is beaten, go into the World Map and warp to Trigleph Station. To follow up on the lead you were given, travel through Torbalan Highroad to reach Helioborg.

Note

There are new treasures to find in the Fractured Dimensions of places you've been to before in your dimension.

Walkthrough

CHAPTER 7: Destroy the Fractured Dimension 3

Field

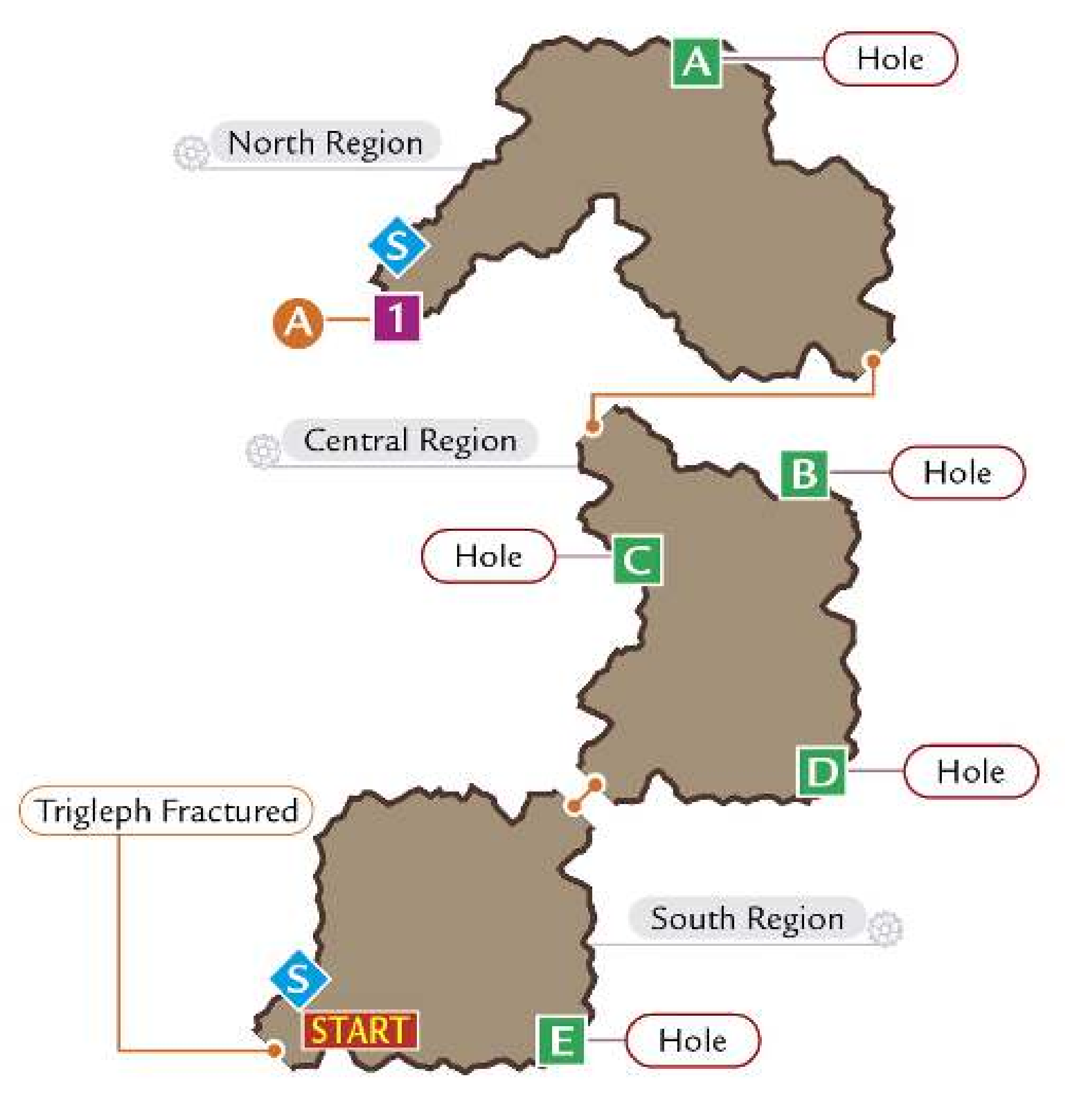
Torbalan Highroad (Fractured)—Helioborg (Fractured)

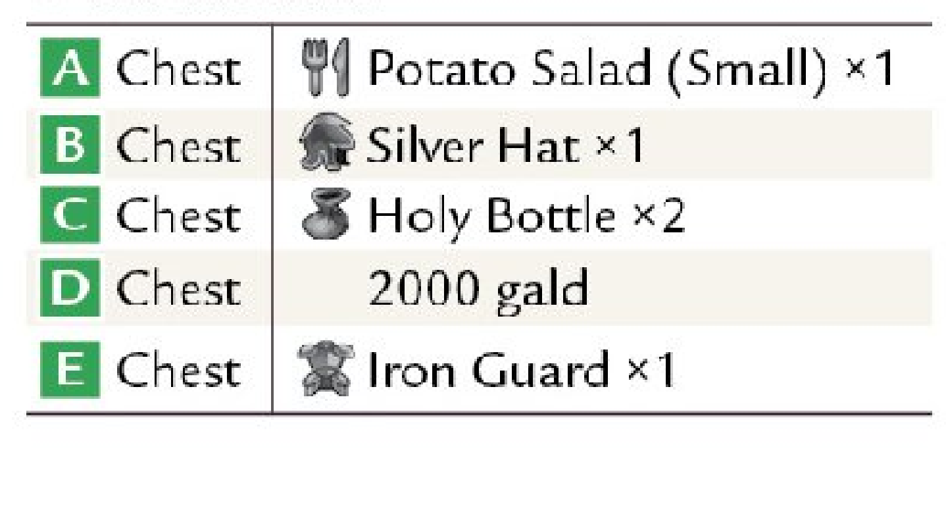
Required Teammates	Ludger Jude Alvin Leia
Inn Price	—
Elemental ore	4–30
Enemies Level	20–24
Cats	—

SKITS

Start Time	Type	Name	Location	Condition	Choices	Required Members
Torbalan Highroad (Fractured) — Dimensional Breach (Fractured)	Main	World Destruction	Torbalan Highroad Central Region	—	L1: None R1: Leia +250	Ludger Alvin Jude Leia

Torbalan Highroad Fractured

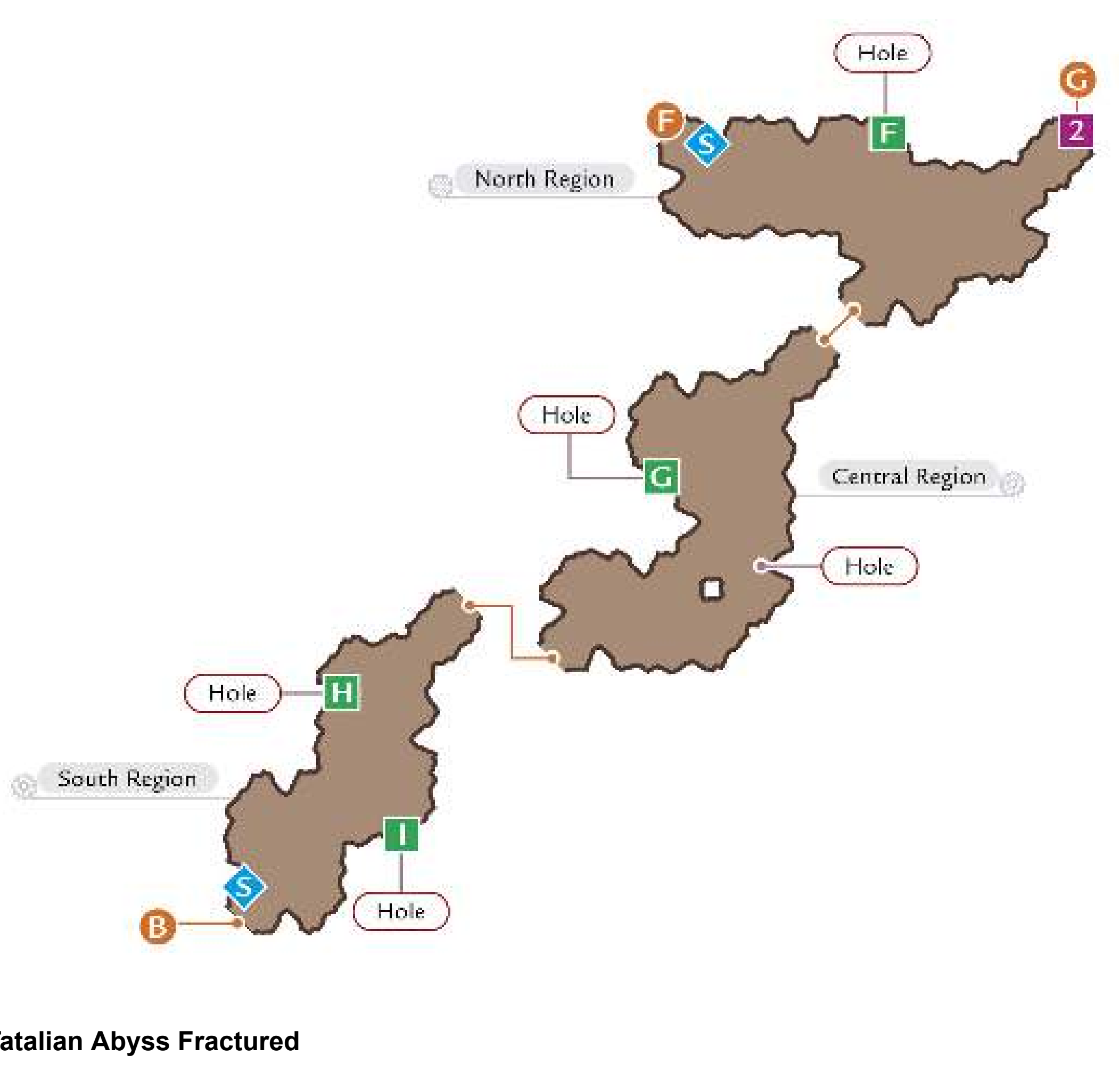

Hole
North Region
S
A
1
Central Region
B
Hole
Hole
C
D
Hole
Trigleph Fractured
South Region
S
START
E
Hole



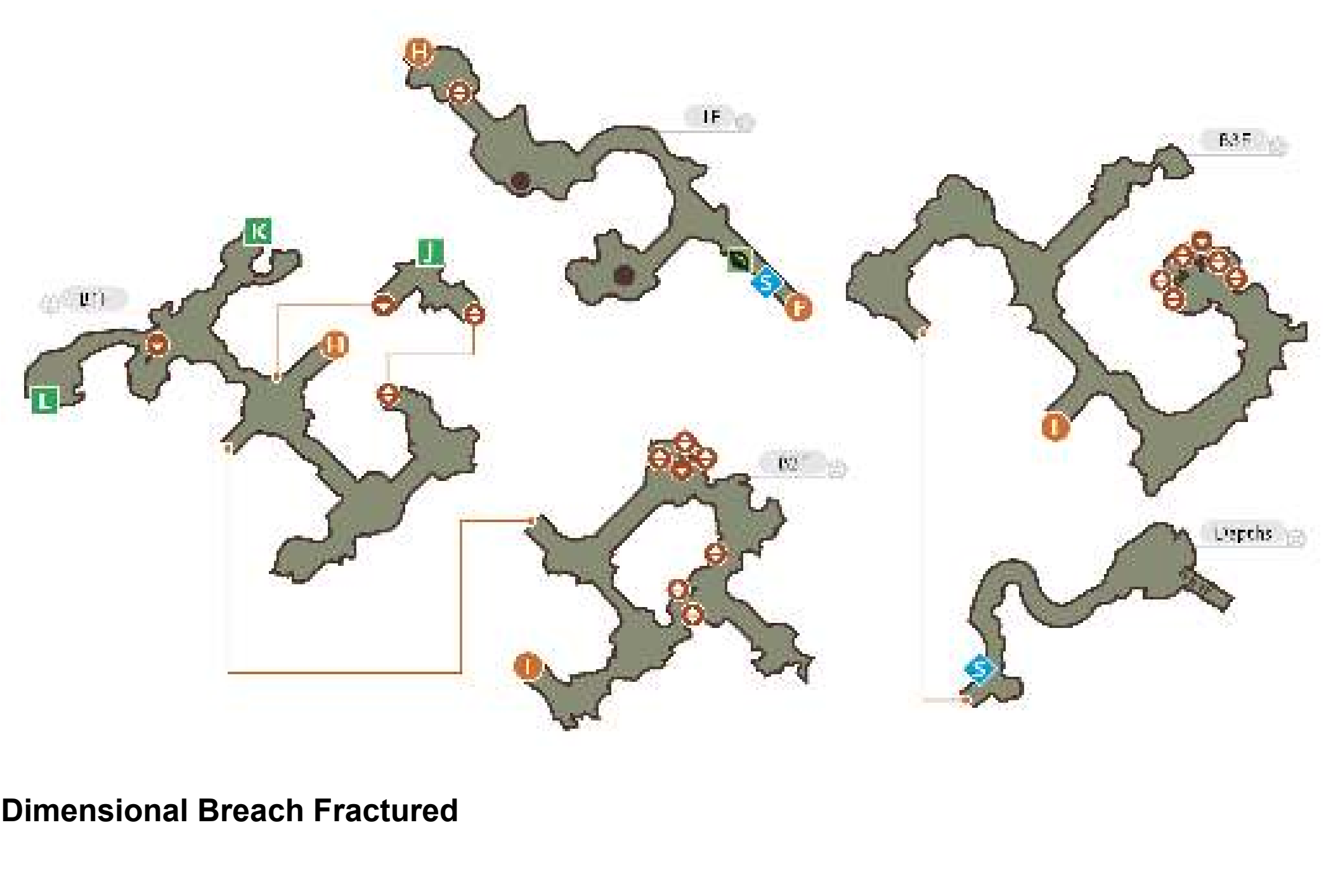
TREASURES

A	Chest	Potato Salad (Small) ×1
B	Chest	Silver Hat ×1
C	Chest	Holy Bottle ×2
D	Chest	2000 gald
E	Chest	Iron Guard ×1

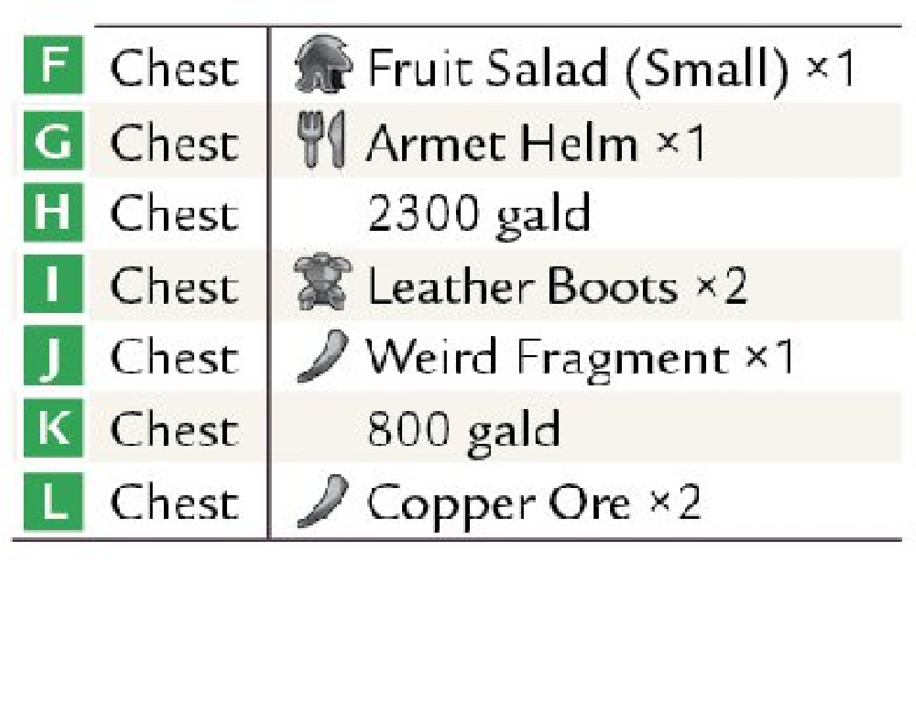
Rusalle Highroad Fractured


Hole
G
F
S
F
2
North Region
Hole
G
Central Region
Hole
Hole
H
South Region
I
S
Hole
B

Tatalian Abyss Fractured

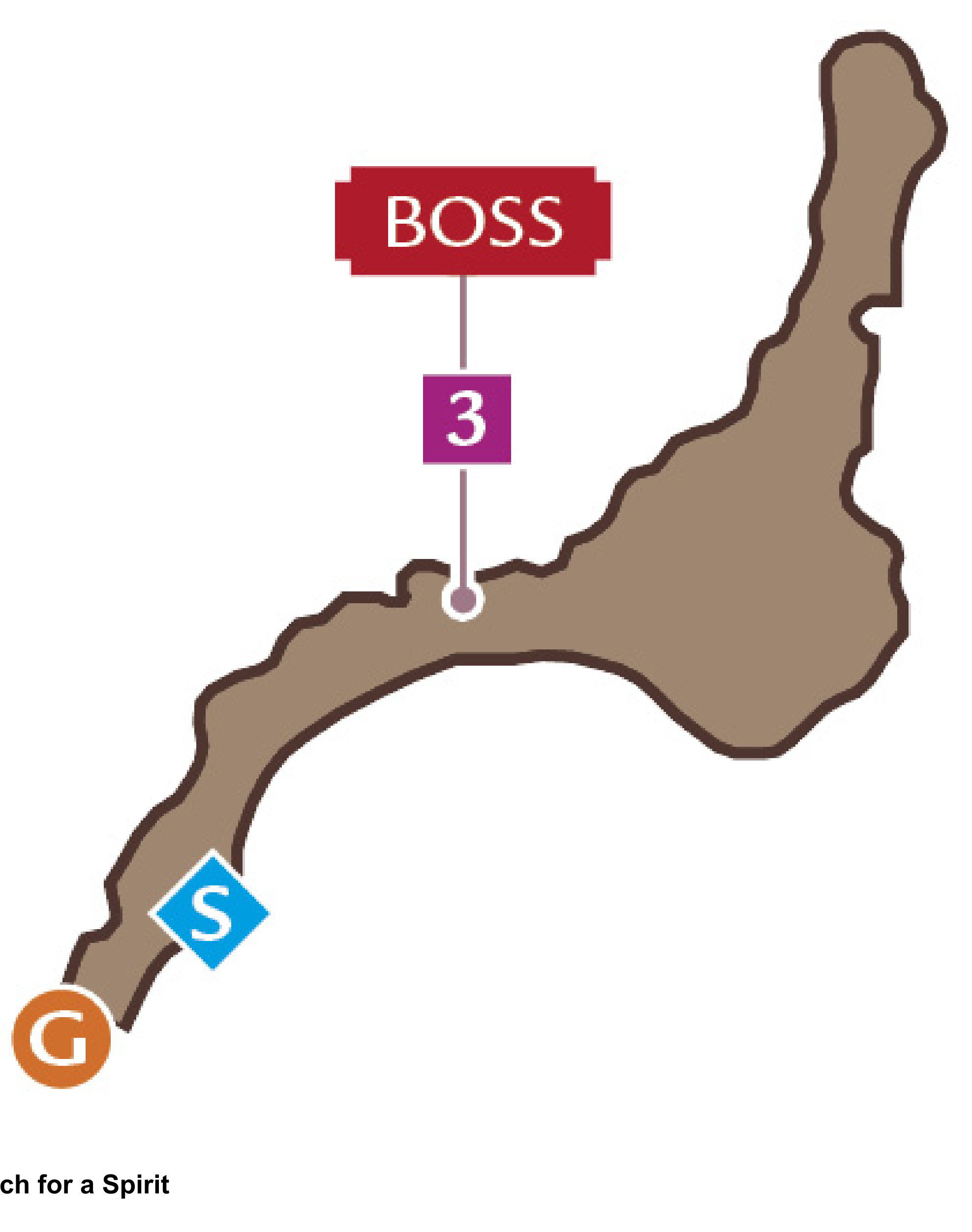

H
1F
B3F
K
J
S
F
B1
H
L
B2
I
I
Depths
S

Dimensional Breach Fractured

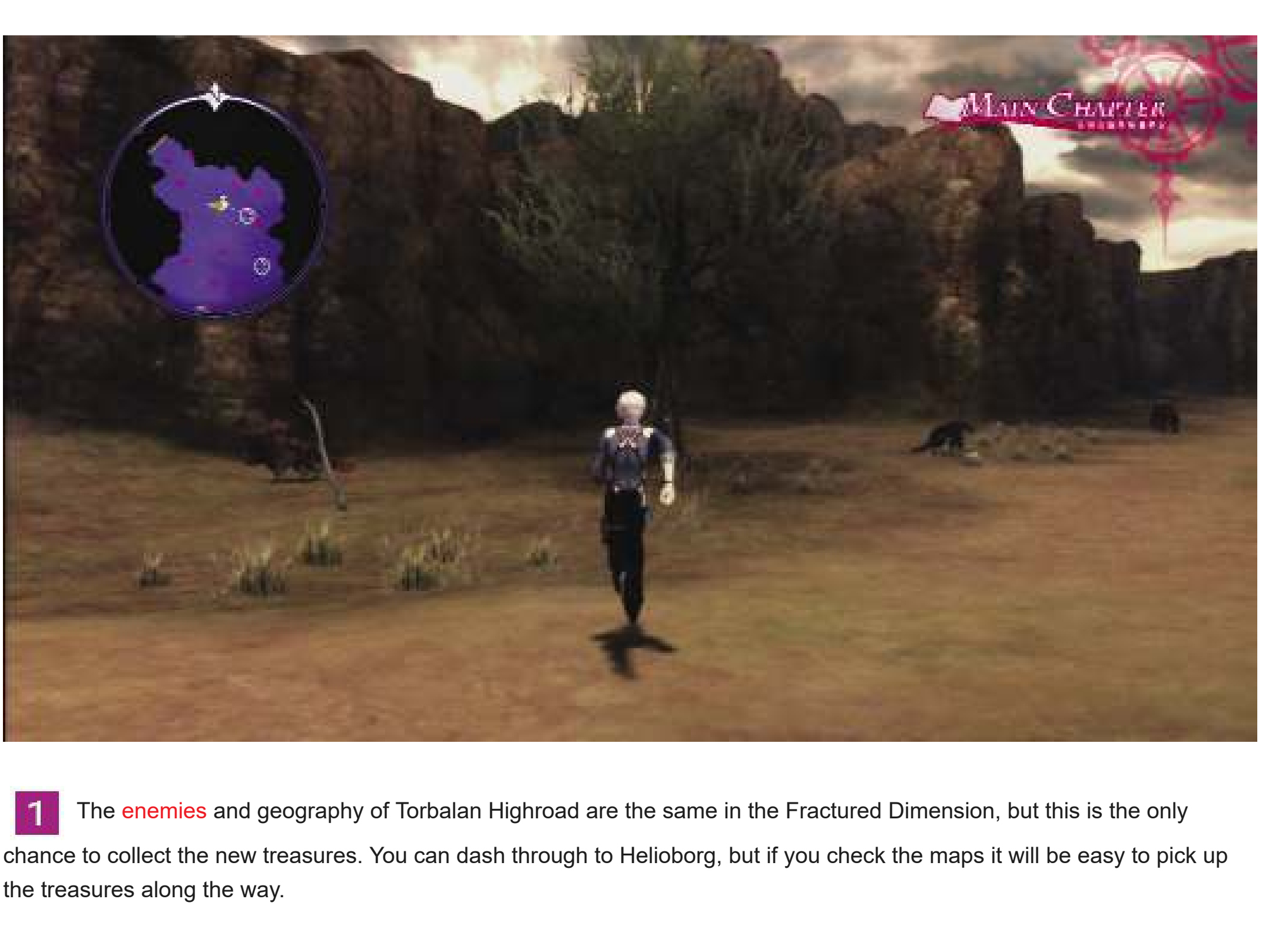


TREASURES

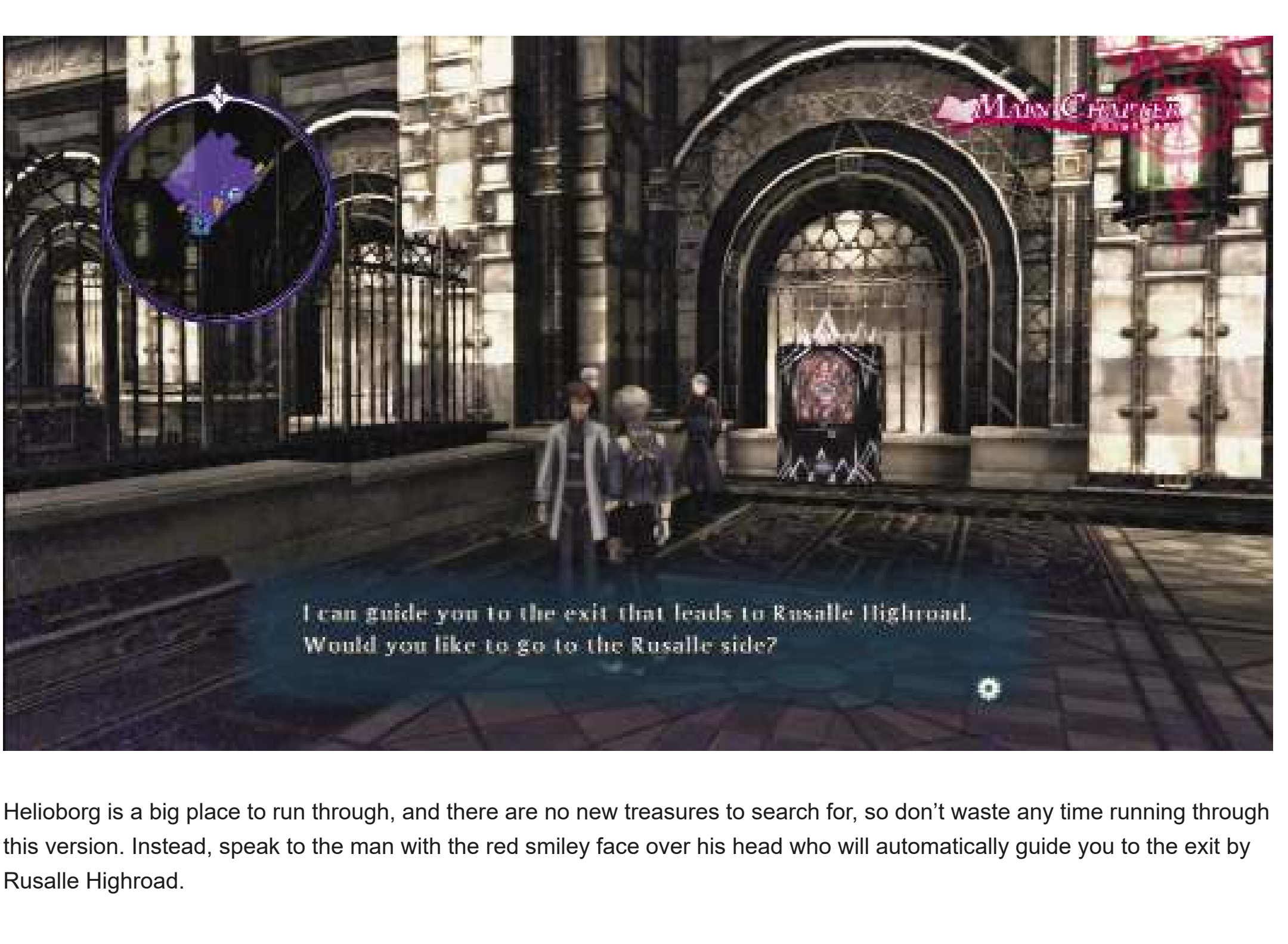
F	Chest	Fruit Salad (Small) ×1
G	Chest	Armet Helm ×1
H	Chest	2300 gald
I	Chest	Leather Boots ×2
J	Chest	Weird Fragment ×1
K	Chest	800 gald
L	Chest	Copper Ore ×2



Search for a Spirit

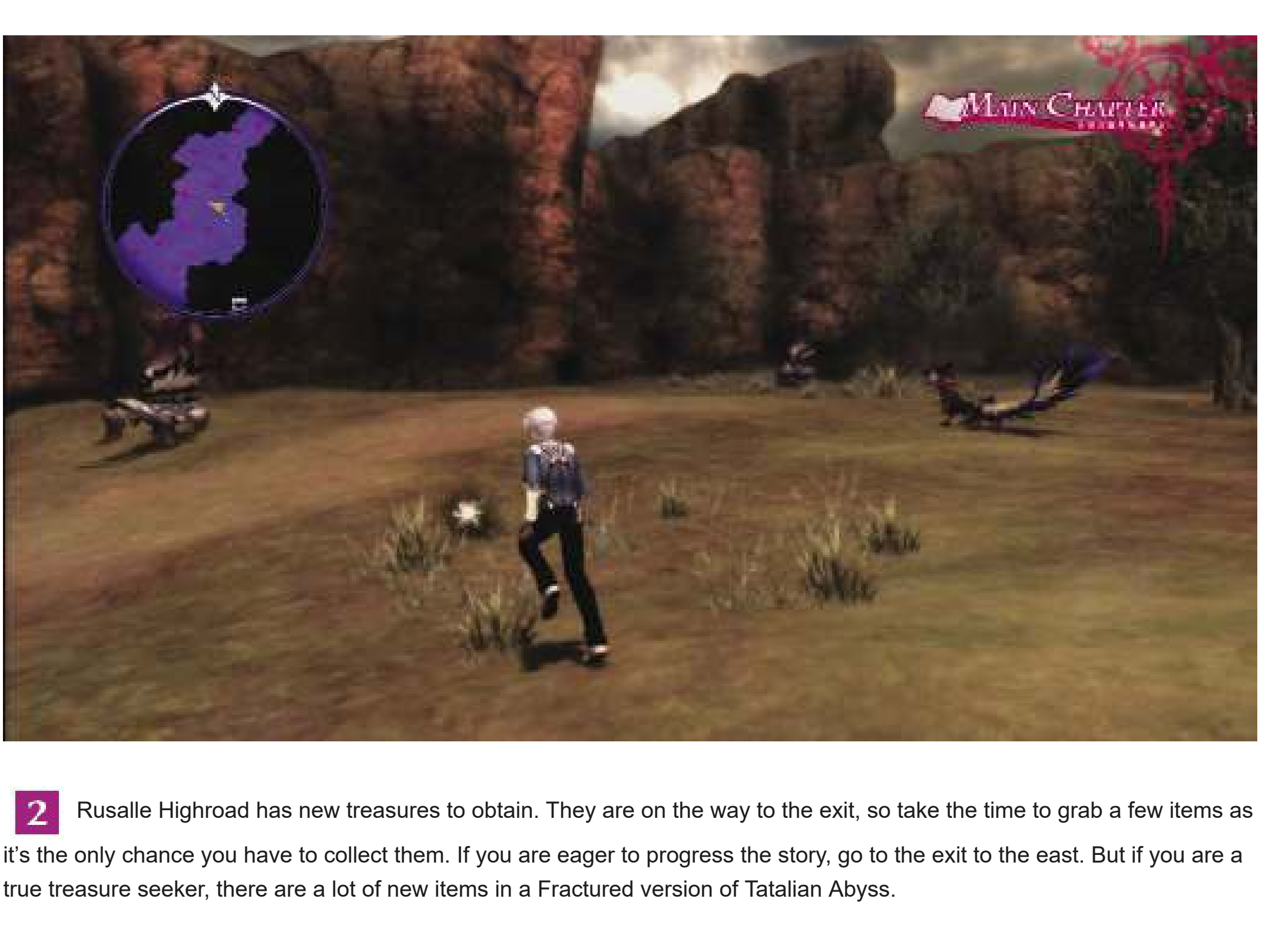

Main Chapter

1 The enemies and geography of Torbalan Highroad are the same in the Fractured Dimension, but this is the only chance to collect the new treasures. You can dash through to Helioborg, but if you check the maps it will be easy to pick up the treasures along the way.

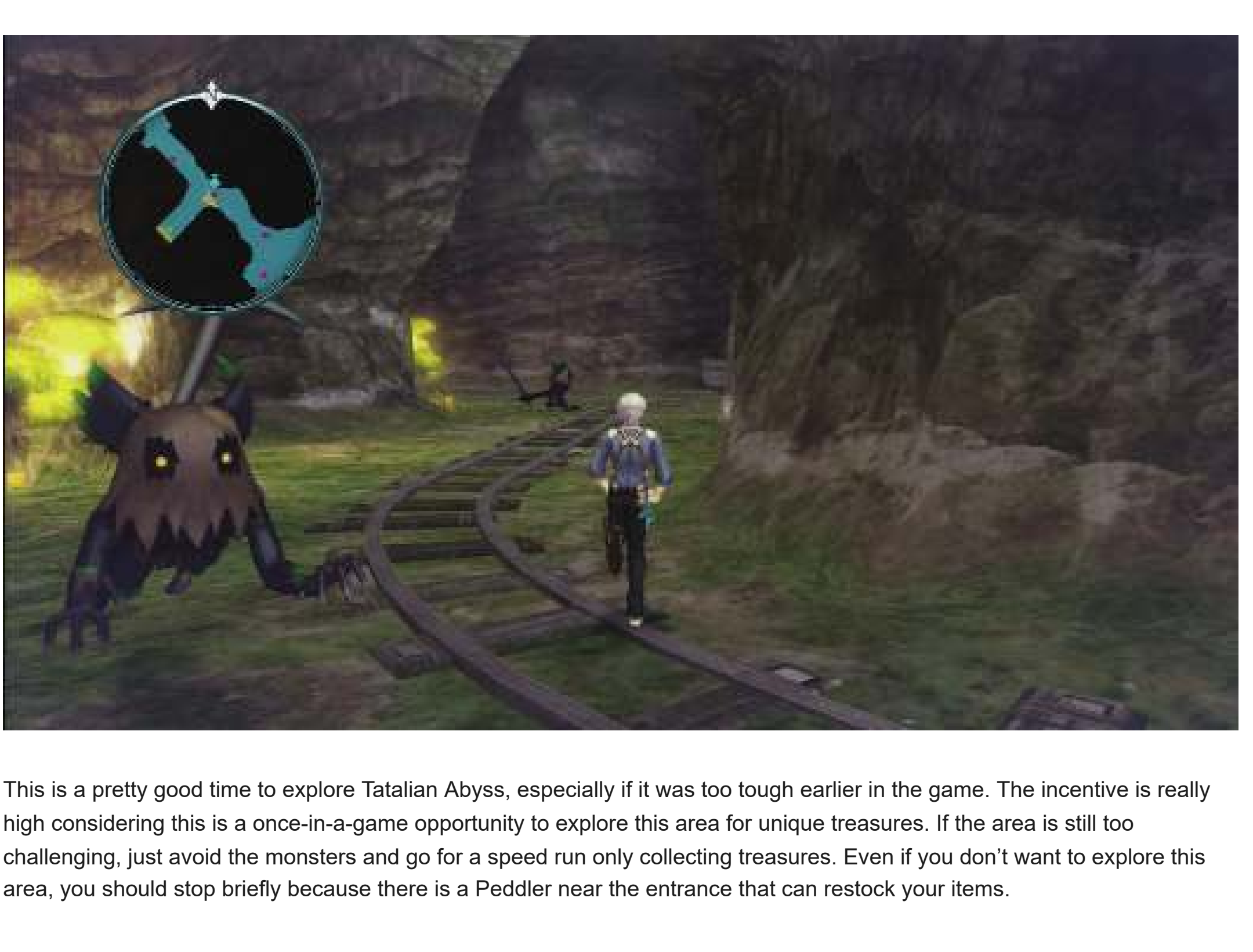

Main Chapter

I can guide you to the exit that leads to Rusalle Highroad.
Would you like to go to the Rusalle side?

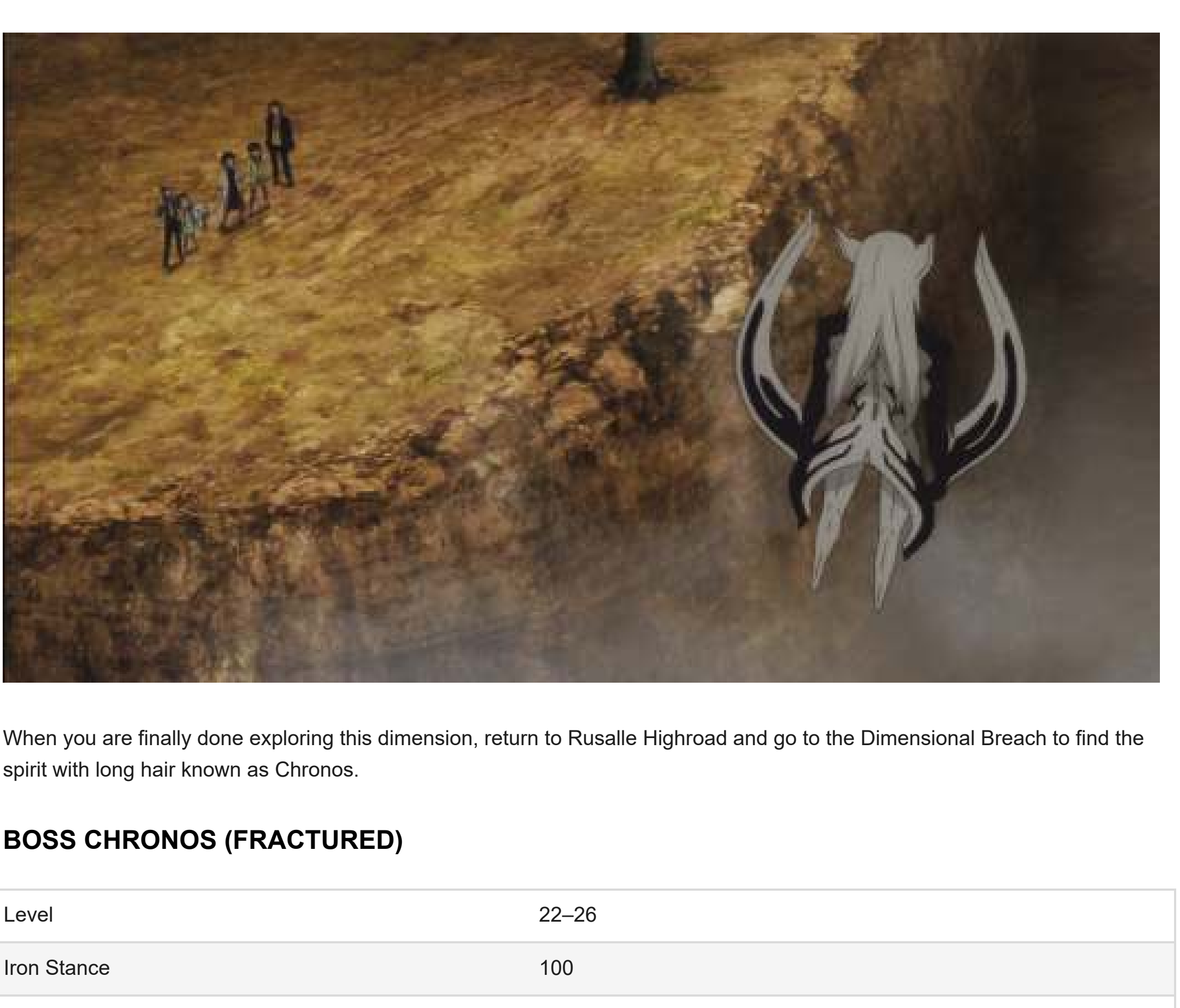
Helioborg is a big place to run through, and there are no new treasures to search for, so don't waste any time running through this version. Instead, speak to the man with the red smiley face over his head who will automatically guide you to the exit by Rusalle Highroad.


Main Chapter

2 Rusalle Highroad has new treasures to obtain. They are on the way to the exit, so take the time to grab a few items as it's the only chance you have to collect them. If you are eager to progress the story, go to the exit to the east. But if you are a true treasure seeker, there are a lot of new items in a Fractured version of Tatalian Abyss.



This is a pretty good time to explore Tatalian Abyss, especially if it was too tough earlier in the game. The incentive is really high considering this is a once-in-a-game opportunity to explore this area for unique treasures. If the area is still too challenging, just avoid the monsters and go for a speed run only collecting treasures. Even if you don't want to explore this area, you should stop briefly because there is a Peddler near the entrance that can restock your items.



When you are finally done exploring this dimension, return to Rusalle Highroad and go to the Dimensional Breach to find the spirit with long hair known as Chronos.

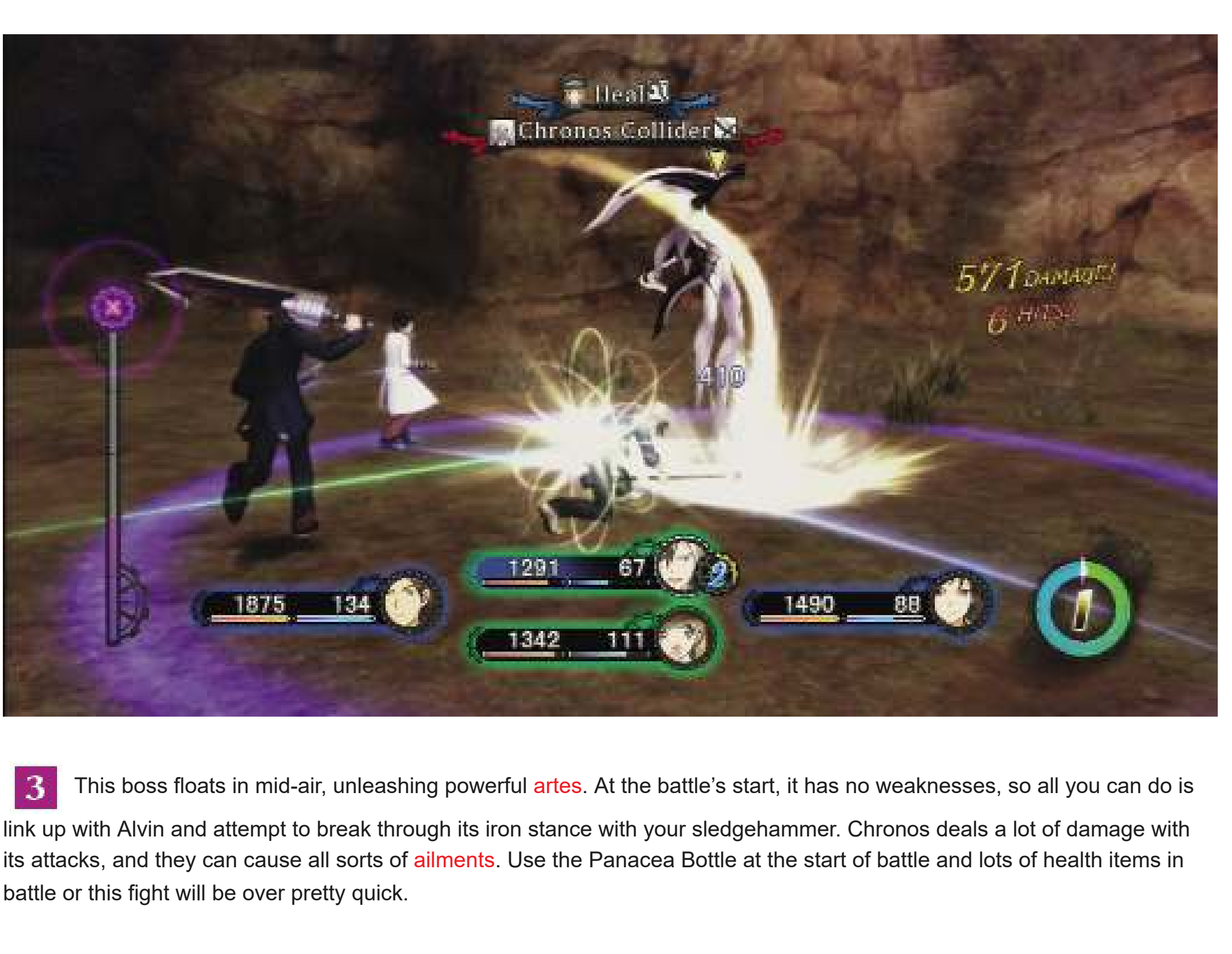
BOSS CHRONOS (FRACTURED)

Level	22–26
Iron Stance	100
HP	88644–100596
Weak	—
Strong	● ●

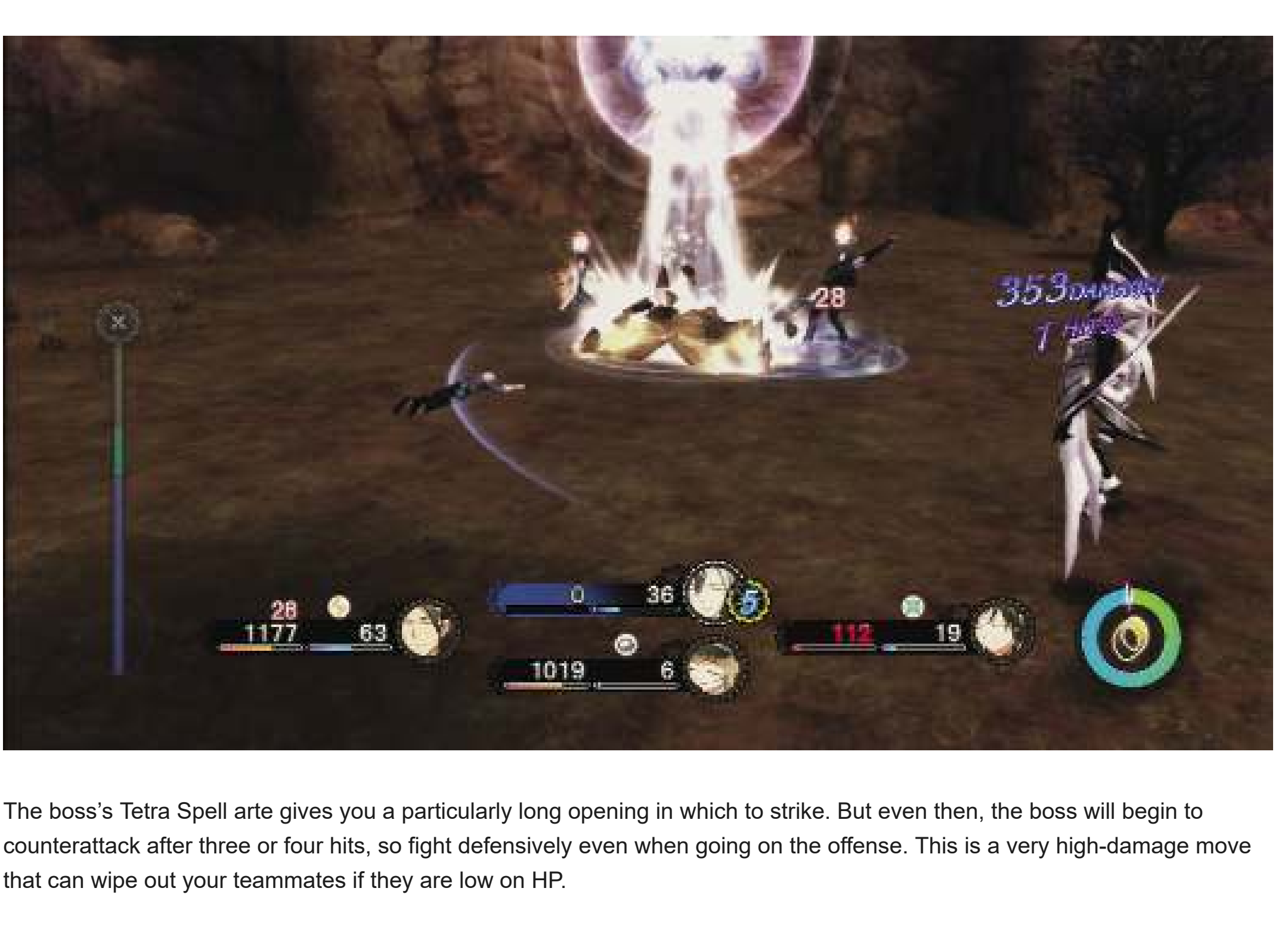
Drop	Weird Fragment (100%) / Elixir (100%)
Steal	Hourglass (5%)

Note

The boss's weaknesses change depending on its state.


Heal
Chronos Collider
571 DAMAGE!
6 HITS!
410
1875 134
1291 67
1342 111
1490 88

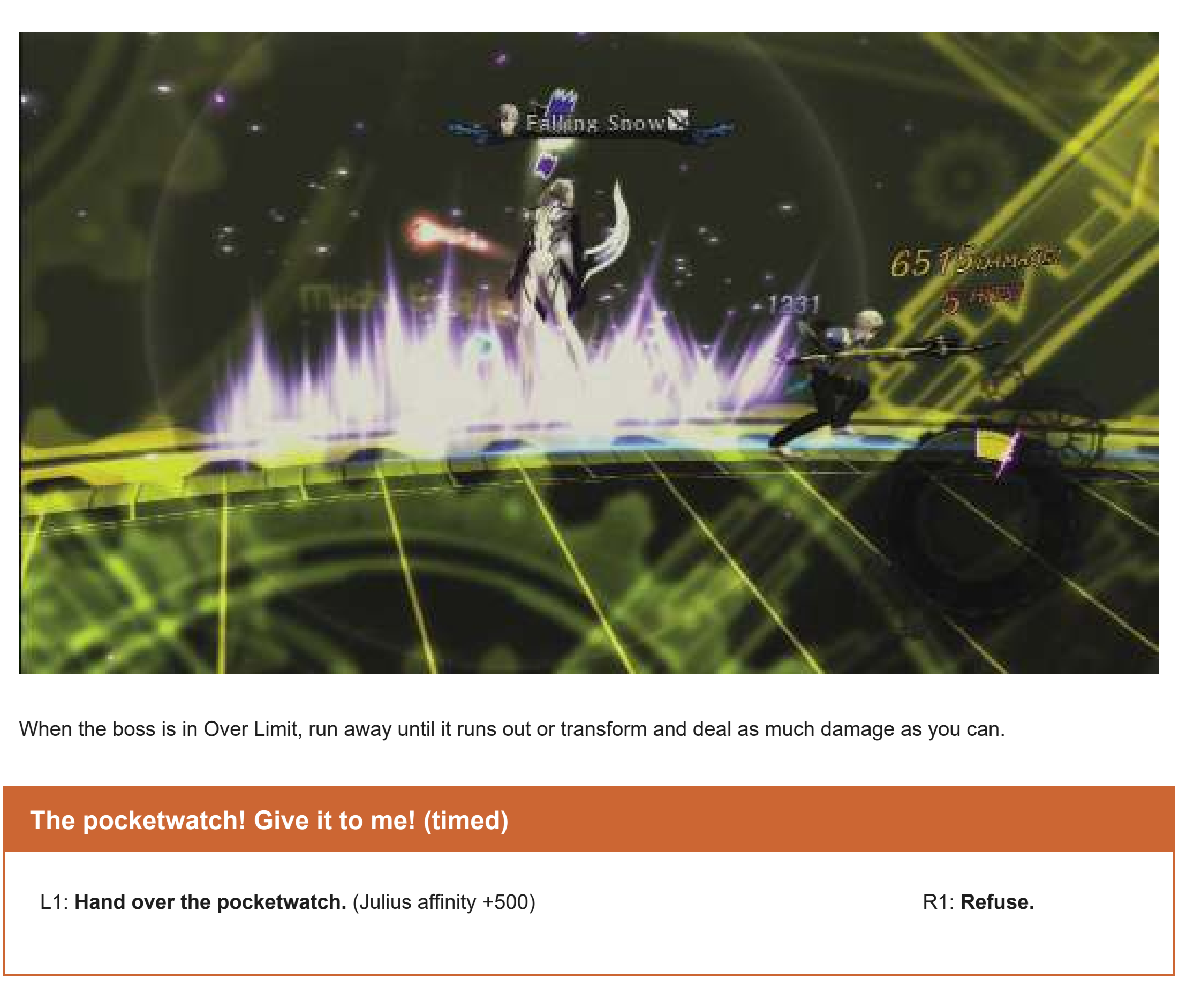
3 This boss floats in mid-air, unleashing powerful artes. At the battle's start, it has no weaknesses, so all you can do is link up with Alvin and attempt to break through its iron stance with your sledgehammer. Chronos deals a lot of damage with its attacks, and they can cause all sorts of ailments. Use the Panacea Bottle at the start of battle and lots of health items in battle or this fight will be over pretty quick.


353 DAMAGE!
7 HITS!
28
28
1177 63
0 36
1019 6
112 19

The boss's Tetra Spell arte gives you a particularly long opening in which to strike. But even then, the boss will begin to counterattack after three or four hits, so fight defensively even when going on the offense. This is a very high-damage move that can wipe out your teammates if they are low on HP.

Trinity Bit
28
811 52
17
1012 22
0 19

The boss uses the Trinity Bit arte to generate three bits. When all three are destroyed, the boss gains a new weakness to Slash, Strike, and Shot damage types. This is your chance to pull off weakness-exploiting combos and finish off the boss with Linked Artes.


Falling Snow
6515 DAMAGE!
5 HITS!
1231

When the boss is in Over Limit, run away until it runs out or transform and deal as much damage as you can.

The pocketwatch! Give it to me! (timed)

L1: **Hand over the pocketwatch.** (Julius affinity +500)

R1: **Refuse.**

Walkthrough

CHAPTER 7: Destroy the Fractured Dimension 4

Town

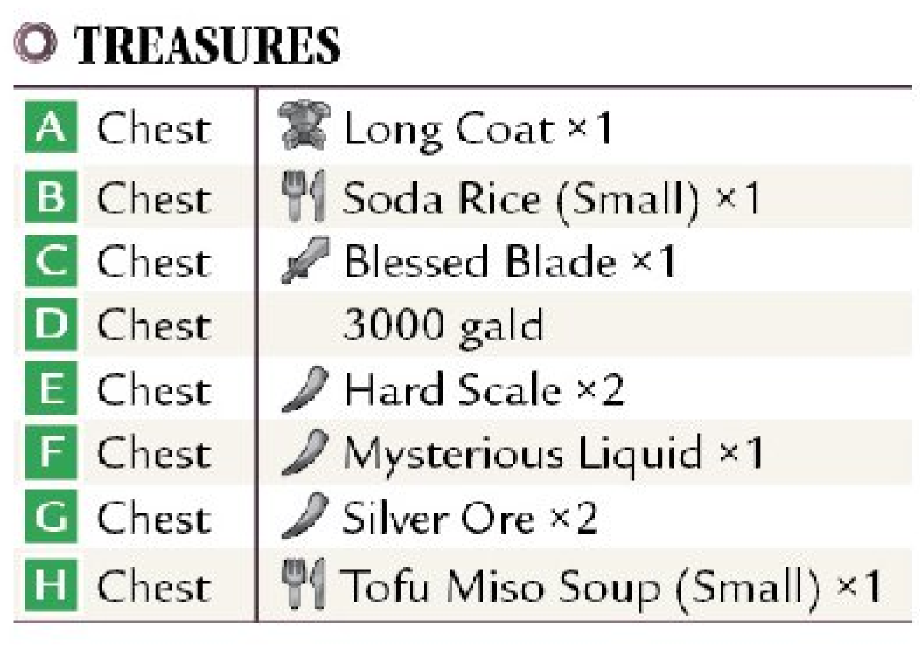
Milla's Shrine (Fractured)–Helioborg (Fractured)

Required Teammates	Ludger Jude Alvin Leia
Inn Price	Free
Elemental ore	9–30
Enemies Level	22–26
Cats	—

Skits

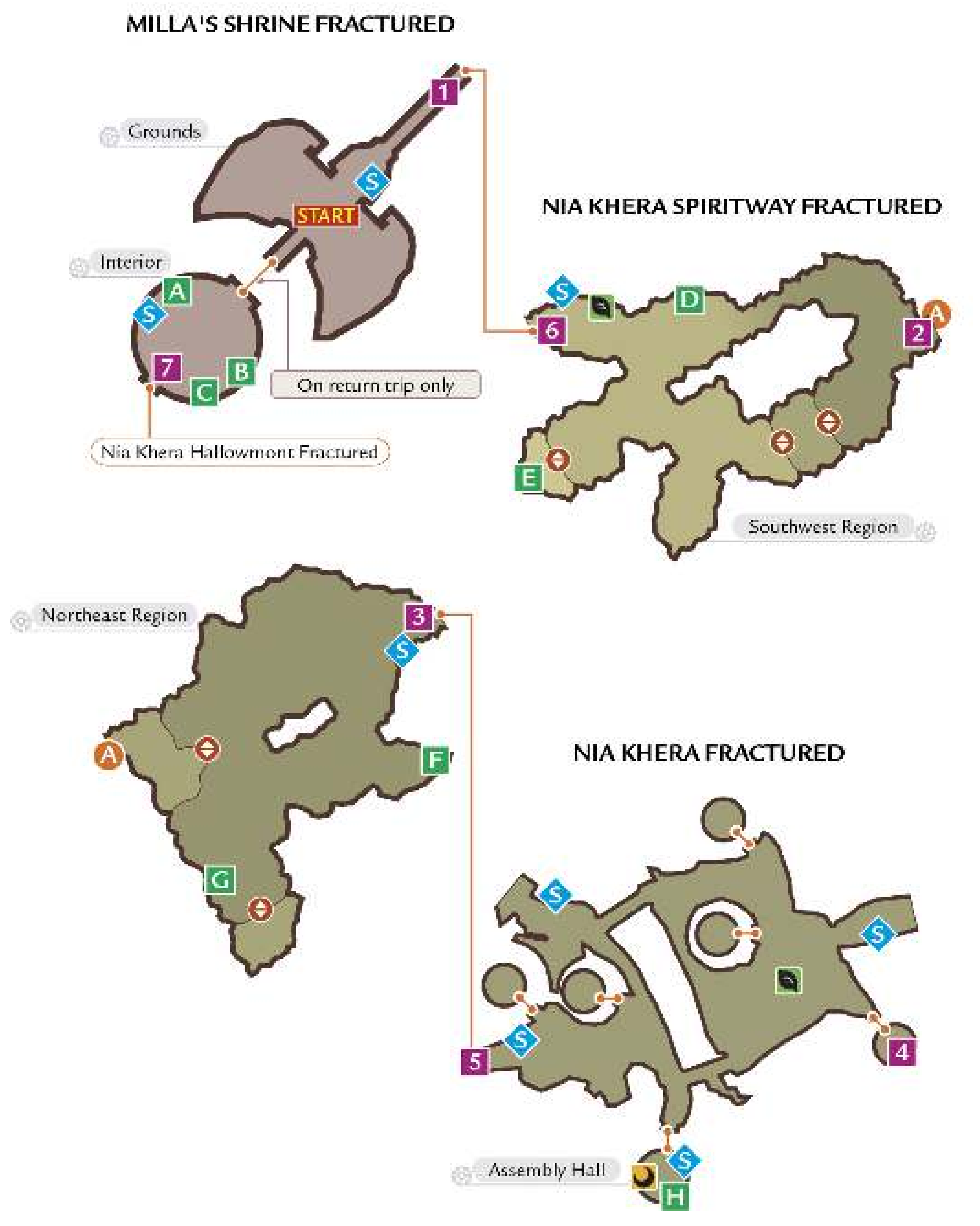
Start Time	Type	Name	Location	Condition	Choices	Required Members
Milla's Shrine (Fractured)—Nia Khera(Fractured) 4	Etc.	A Bit Forceful	Nia Khera (Fractured)	—	—	Jude Alvin Leia Elle
Milla's Shrine (Fractured)—Nia Khera (Fractured) 4	Main	Rollo's Owner	Nia Khera Spiritway (Fractured)	Northeast Region	L1: Julius +500 R1: Elle +250	Ludger Elle
Milla's Shrine (Fractured)—Nia Khera (Fractured) 4	Main	Reunion with Julius	Nia Khera Spiritway (Fractured)	Southwest Region	L1: Julius +500 R1: Bisley +250	Ludger

TREASURES



A	Chest	Long Coat ×1
B	Chest	Soda Rice (Small) ×1
C	Chest	Blessed Blade ×1
D	Chest	3000 gald
E	Chest	Hard Scale ×2
F	Chest	Mysterious Liquid ×1
G	Chest	Silver Ore ×2
H	Chest	Tofu Miso Soup (Small) ×1

A New Old Friend


MILLA'S SHRINE FRACTURED
Grounds
1
S
START
Interior
A
S
7
B
C
On return trip only
Nia Khera Hallowmont Fractured
NIA KHERA SPIRITWAY FRACTURED
S
D
6
A
2
E
Southwest Region
Northeast Region
3
S
A
F
G
NIA KHERA FRACTURED
S
S
5
S
4
Assembly Hall
S
H

Fireball
342 DAMAGE!
2 HITS
RESIST!
100
87
184
1414 84
1636 145
1360 175
1580 56

1 Leave Milla's Shrine and head towards Nia Khera Spiritway.

2 This Fractured version has many new items to collect, along with a Peddler selling basic goods and a save point. Travel east towards the Northeast Region. Before you can go to the new section, a group of Toadstool Goblins ambushes your party. They are weak to fire, light, and slashing attacks, which makes them easy prey for your dual blades and fireball artes. After the battle, Ludger has some trouble performing his transformation and an old friend stops by to help.

3 Leave the Northeast Region through the east exit and arrive at Nia Khera to reunite with the other members of your party, including your brother.

I'm taking that pocketwatch.

L1: **Not until you tell us what's going on, Julius!**

R1: **Really? That's the first thing you say to me?**

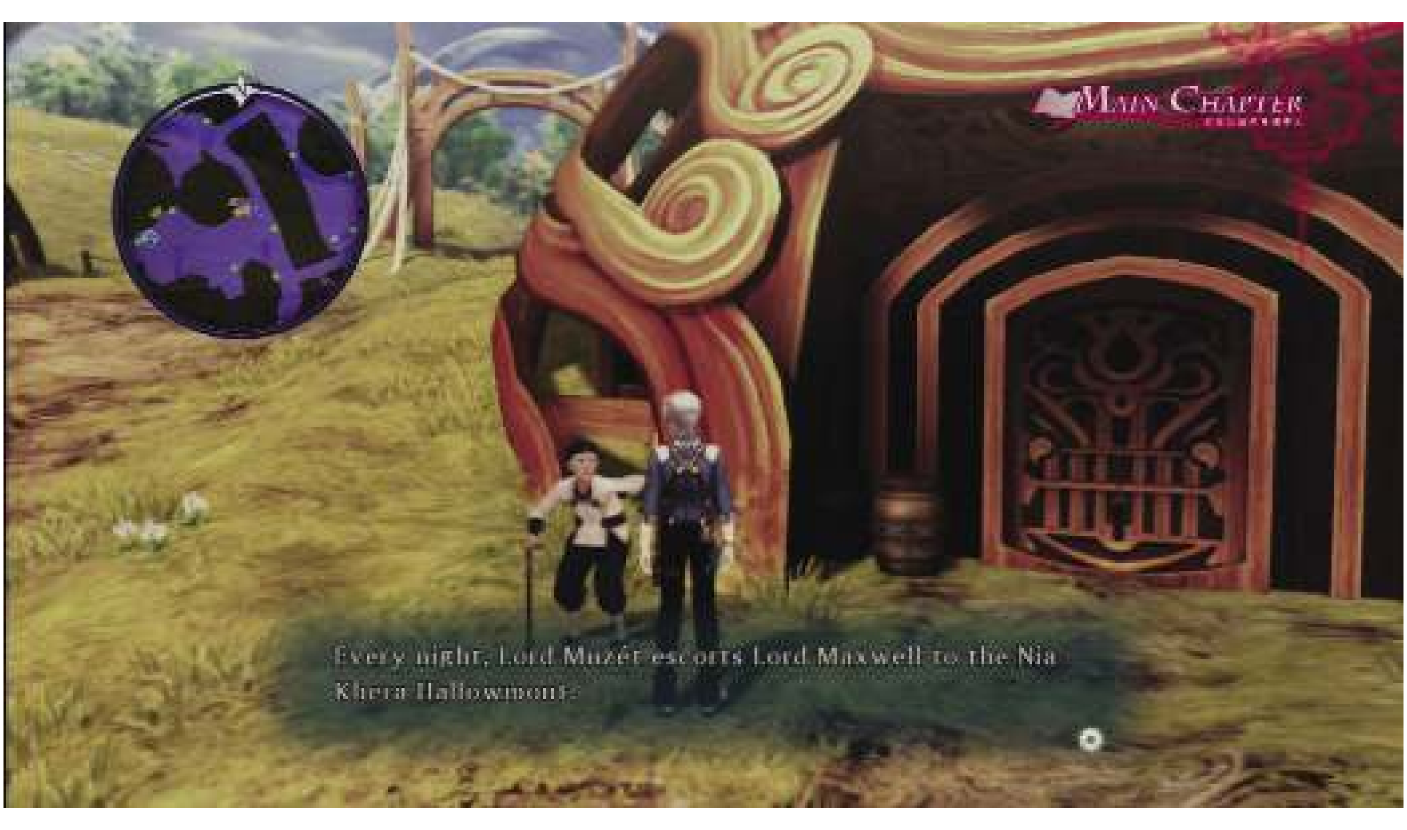
Main Chapter
Talk

4 Use the free inn at the Assembly Hall to restore your party and go to the southeast corner to enter the Residence. Talk to Elle who is waiting, along with Rollo, for a free meal. You encounter the catalyst for this dimension, Muzét.

You're late!

L1: **Don't run off by yourself!**

R1: **You had me worried...** (Elle affinity +250)

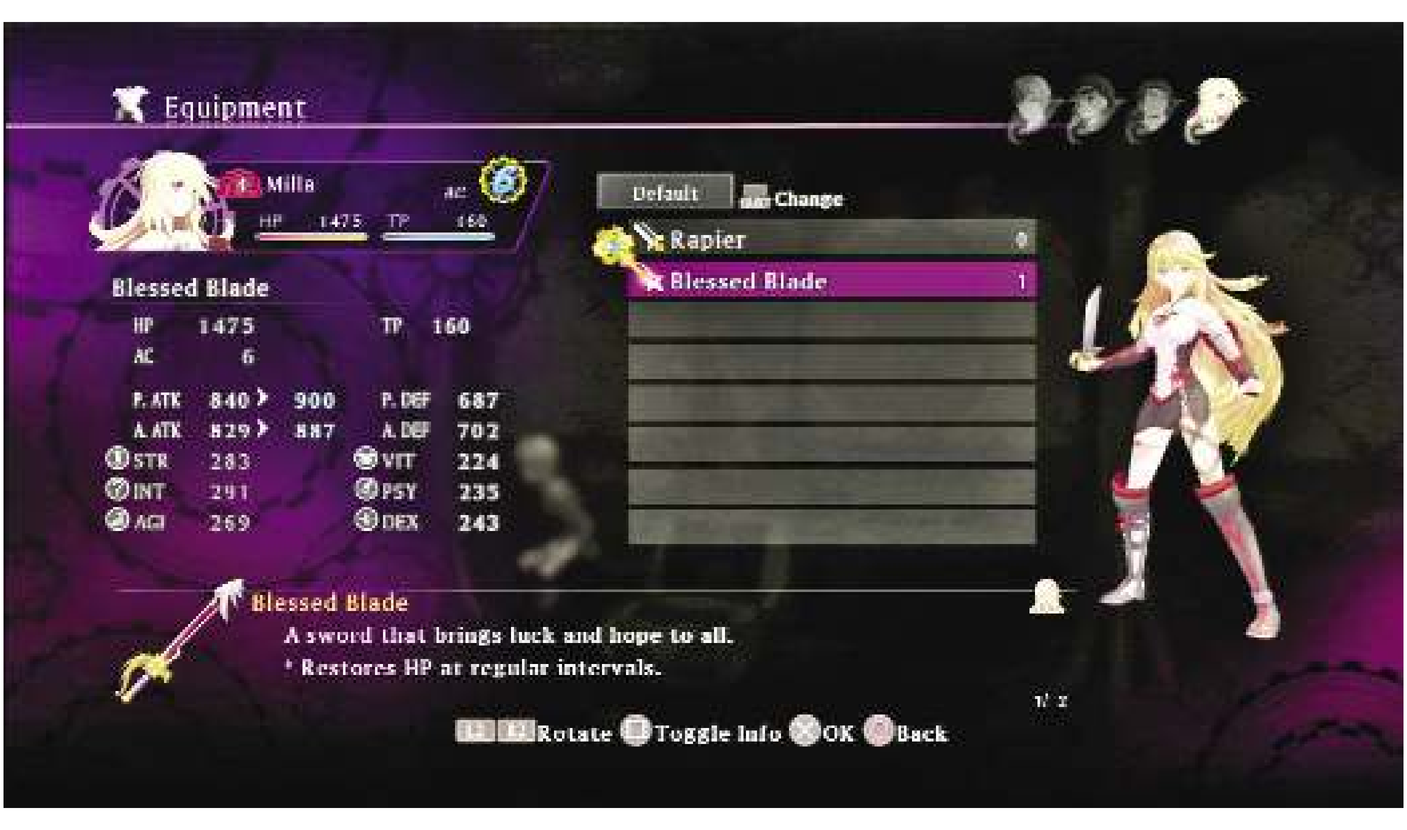

Main Chapter

Every night, Lord Muzét escorts Lord Maxwell to the Nia Khera Hallowmont.

5 The party splits up, and you need to find out where Muzét went to. Ask the villagers to get some clues and then leave towards Nia Khera Hallowmont through the exit to the west leading out to Nia Khera Spiritway.

Note

If you have the required items, it would be a good time to create the Prometheus (Light) set of dual blades from the Custom Order menu. They will come in handy in an upcoming boss fight, but it is difficult to gather the necessary items like Silver Ore.


Equipment
Milla
HP 1475 TP 160
Default
Change
Rapier
Blessed Blade
Blessed Blade
HP 1475
TP 160
AC 6
P. ATK 840 900
A. ATK 829 887
P. DEF 687
A. DEF 702
STR 283
INT 291
AGI 269
VIT 224
PSY 235
DEX 243
1/2
Rotate
Toggle Info
OK
Back

Blessed Blade

A sword that brings luck and hope to all.

* Restores HP at regular intervals.

6 On the return trip back towards Milla's Shrine you encounter an old friend that triggers four decision options. There are no rewards for these choices, so feel free to respond how you like.

7 Go into the shrine and search for several items that will upgrade Milla's current weapon and armor. Check the tapestry in back of the altar to go to Nia Khera Hallowmont.

Note

When Milla joins your party, you need to assign her an extractor and set her skills.

Walkthrough

CHAPTER 7: Destroy the Fractured Dimension 5

Dungeon

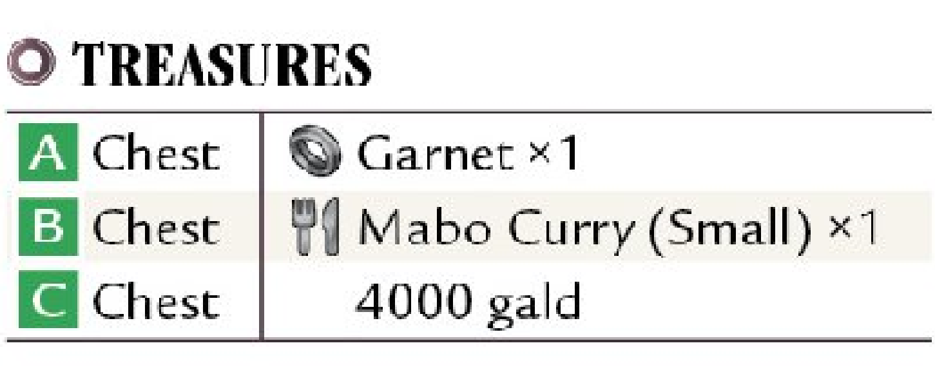
Nia Khera Hallowmont (Fractured)

Required Teammates	Ludger Milla Alvin Leia
Inn Price	—
Elemental ore	9–30
Enemies Level	22–26
Cats	—

Skits

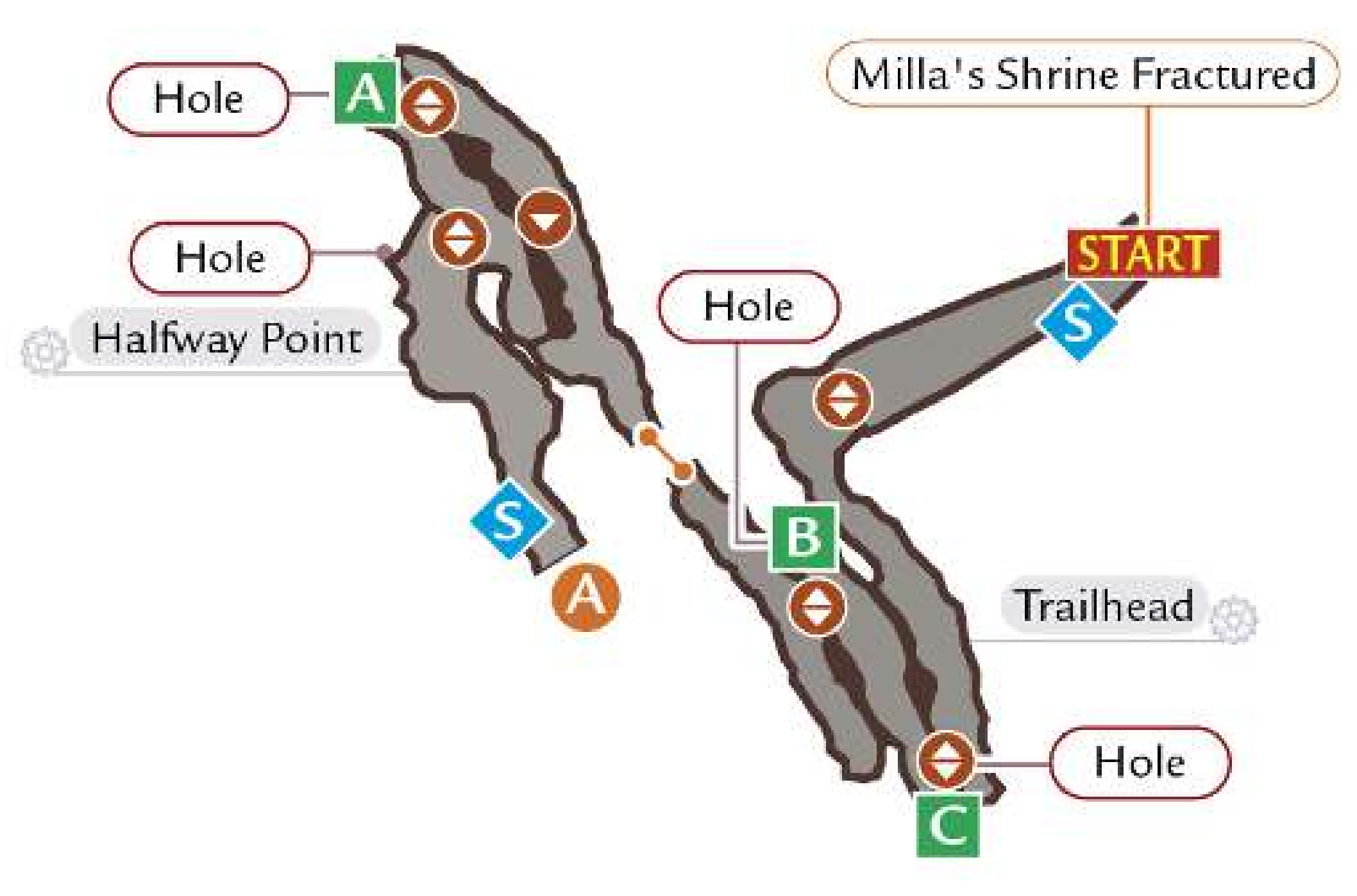
Start Time	Type	Name	Location	Condition	Choices	Required Members
Nia Khera Hallowmont (Fractured)	Main	Milla and Muzét: What Could Have Been	Nia Khera Hallowmont (Fractured)	Halfway Point	—	Alvin Milla Leia Elle

Nia Khera Hallowmont Fractured

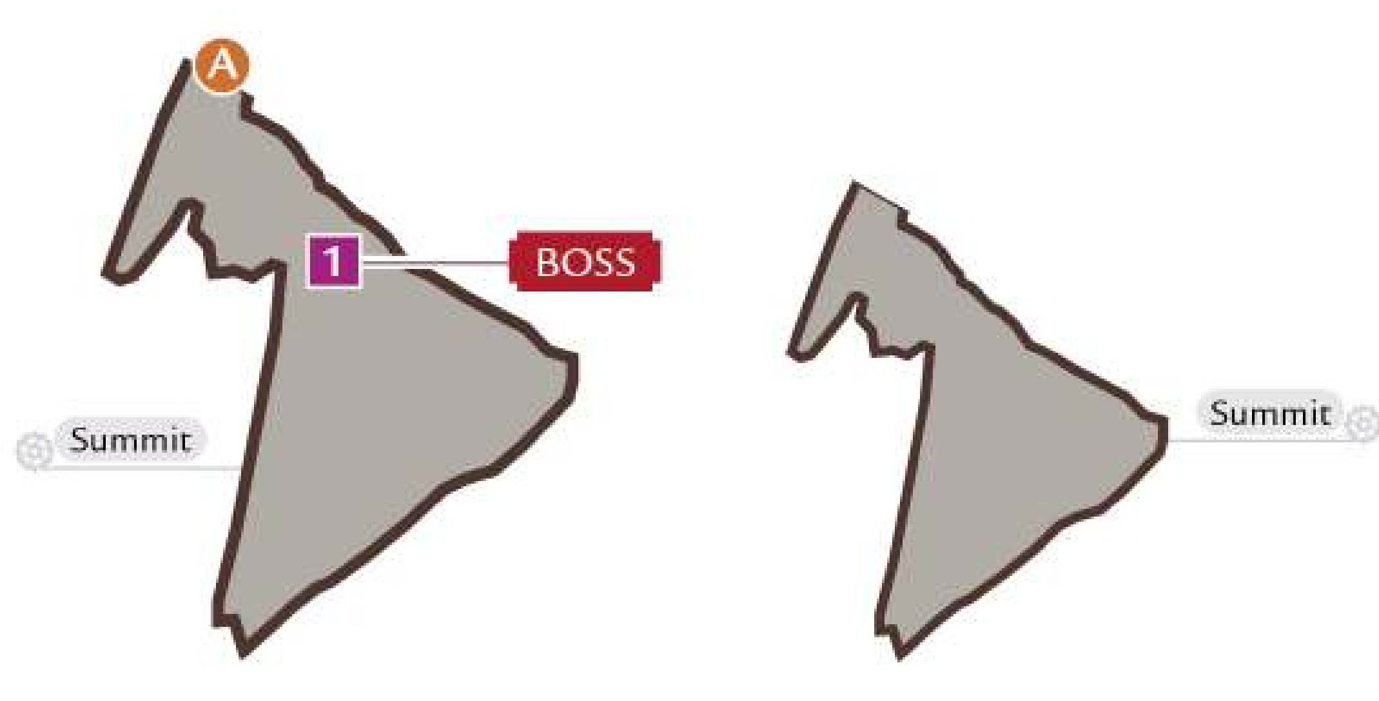


TREASURES

A Chest	Garnet ×1
B Chest	Mabo Curry (Small) ×1
C Chest	4000 gald



Nia Khera Hallowmont



Confront the Catalyst

Main Chapter
enhanced an arte
learned a skill

Once again, trek up the mountainside of Nia Khera Hallowmont to get to the peak. Remember that the enemies in this area are all weak to light artes. Still, try to avoid them as much as possible and save your resources for the boss at the top.

BOSS MUZÉT (CATALYST)

Level	24–28
Iron Stance	100
HP	85500–96300
Weak	●
Strong	●

Drop	Artes Sphere (100%)
Steal	Porange (10%)

1519 DAMAGE!
4 HITS!

1 You begin this battle with a full chromatus gauge. Use it to deal heavy damage. Once it refills, it can be used when Muzét goes into Over Limit when the red "!" appears over her head. During Over Limit, if she connects with Gravity Well, there's a chance she'll chain it into her Event Horizon mystic arte and deal heavy damage to the entire party, so evade it with free run or transform to cancel it.

Flame Ring
268 DAMAGE!
2 HITS!

Muzét attacks with her hair and magical artes. Keep your distance, striking when she uses an arte other than Flame Ring. When you deal heavy damage or use a weakness-exploiting combo, she'll teleport away—but don't follow her carelessly. Keep your guard up and wait patiently for another opening.

Apple Gel
Linked Arte
2761 DAMAGE!
15 POWER HITS!
×140%

However, if you're linked with Milla, she will be able to bind Muzét, and you'll sometimes be able to attack without her teleporting away. Also, make sure to exploit Muzét's weakness to light attacks and, when she is weak, use a Linked Arte.

Force Mine
170 DAMAGE!
1 POWER HIT!

After losing about half her HP, Muzét will go into Over Limit mode and begin using different artes like Stun Blitz and Force Mine. Stun Blitz comes out quickly, making it hard to dodge and possibly causing the Stun ailment. Protect yourself with Stun Bracelet accessories. Force Mine generates four mines that cause dark earthquakes when touched. If you run around, there's a chance your linked partner will run into one, so sever your links and get away until the mines disappear or stay close to Muzét and guard her attacks. If she uses Force Mine or Gravity Well, don't go running around the battlefield; hold your ground using guard and Magic Guard, and wait for another chance to attack.

Do something?

L1: **Save Milla** (Milla affinity +250)

R1: **Kill Muzét**

Tell me what's going on!

L1: **I destroyed your world.**

R1:(I don't know how to tell her...)

2 After the battle, use the World Map to go to Nia Khera Spiritway and immediately exit to Nia Khera for a very uncomfortable reunion with the rest of your party as well as Ivar and Rideaux. The next decision is very important, not only to get a huge boost of affinity with Julius, but also to determine who the next boss battle will be with.

What'll you do?

L1: **Follow Rideaux's orders and defeat Julius.** (Next boss is Julius)

R1: **Trust Julius.** (Julius affinity +500 and next boss is Rideaux)

BOSS JULIUS

Level	24–28
Iron Stance	0
HP	81510–91806
Weak	●
Strong	● ● ●

Drop	Specific (100%) / Spirit Symbol (100%)
Steal	Gummy Fishies (5%)

Time Disintegration

The boss circles behind or beside you and attacks with rapid combos of his dual blades or the same artes as Ludger.

Like the alternate-dimension version of him that you fought on the Stribog, Julius will enter counterattack mode after taking three to six hits, and use kicks to break through your guard. Use artes like Azure Edge or Lunar Reflection to launch weakness-exploiting combos he can't counterattack.

Time Disintegration
1934 DAMAGE!
12 POWER HITS!

You can defeat him even more quickly if you link with Alvin to break through his guard. However, when Julius enters Over Limit, focus on running away until it's over.

BOSS RIDEAUX

Level	24–28
Iron Stance	0
HP	78375–88275
Weak	● ●
Strong	● ● ● ●

Drop	Treat (100%) / Holy Symbol (100%)
Steal	Crude Stinger (10%)

Frozen Flash
3074 DAMAGE!
12 POWER HITS!

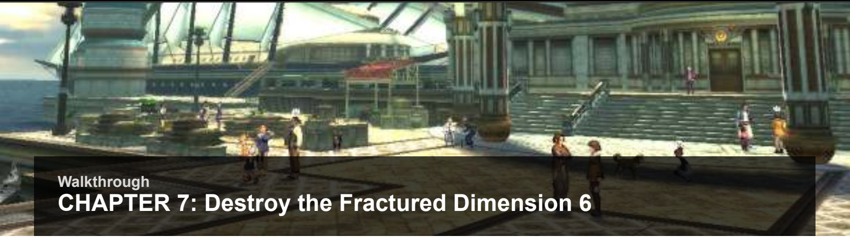
Rideaux is weak to both light and dark, so either of the Prometheus dual blades can take advantage of his weakness. If you don't have the light or dark version of those blades, you can also fight from afar with guns using Zero Divide and Elize's Dark Gaze artes. Keep in mind Rideaux's claw-stretch attacks have a very long reach and can hit you even at gun range.

Spartan Relay
172 DAMAGE!
1 HIT!
RESIST!

Rideaux's slashing-damage claw attacks can inflict Bleeding, cutting through your HP very quickly. If he enters a counterattack stance during close combat, quick-step away until you're out of range. If you are fighting him up close, look for his Spartan Relay spinning claw attack or his area effect ground maneuver Dark Punishment.

Dark Projection
30447 DAMAGE!
34 HITS!

When Rideaux is reduced to half his HP he'll begin using the damaging wide-area attack Dancing Bayonet. If you hit him before he can use it, you can cancel it. But if he's in Over Limit mode, just keep your distance or transform.



Walkthrough

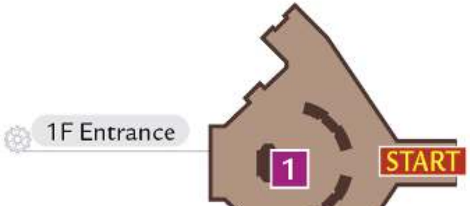
CHAPTER 7: Destroy the Fractured Dimension 6

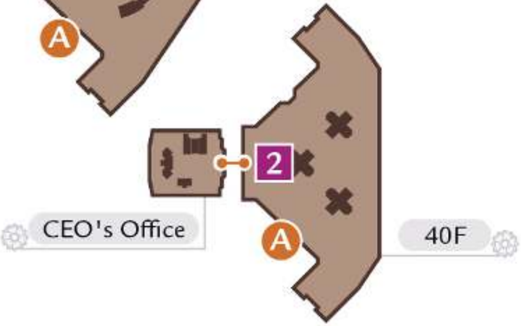
Town

Spirius Corporation (3)

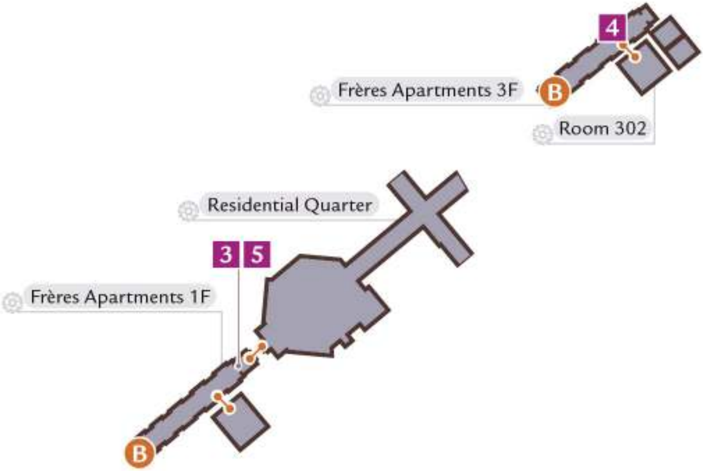
Required Teammates	Ludger Alvin Elize Leia Milla Rowen
Inn Price	—
Elemental ore	—
Enemies Level	—
Cats	—

Spirius Corporation





Trigleph



Bisley's Full Disclosure

1 Regardless of your previous choice, you will appear at Spirius Corp. Speak to Vera in the lobby and Nova will ask about Julius. Take the elevator to the 40th floor to check in with Bisley Bakur.

Have you heard anything from Julius?	
L1: **Knowing Julius, he'll be fine.**	R1: **No, nothing at all.**

2 Enter the CEO's office to trigger several important decision-making scenes with Bisley.

Any wish may be granted.

L1: **Sounds like a fairy tale to me.**

R1: **Anything at all?** (Bisley affinity +400)

Ludger, that would be you.

L1:(Isn't that Elle's power?)

R1: **My power...** (Bisley affinity +400)

I have no doubt you will reach the land of Canaan.

L1: **What makes you think I want to go?**

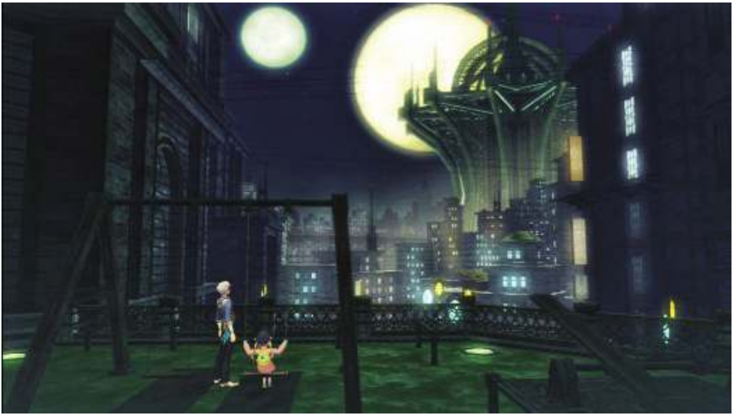
R1: **I'll do my best.** (Bisley affinity +400)

3 **4** Go to your apartment building and take the elevator to your place on the third floor. Share a meal with some friends, but Elle will run off.

Is it spicy?

L1: **I made it Elle-style, not spicy-style.** (Elle affinity +100)

R1: **Can't handle spicy food, huh kid?**



5 Leave the apartment to search for Elle and she will quickly be spotted on the swing set right in front of your place. This is a great time to bond with Elle and raise her affinity.

It’s worthless without me, right?

L1: **So?**

R1: **You’re right.** (Elle affinity +100)

Will you come with me to Canaan?

L1: **Of course I will.** (Elle affinity +250)

R1: **Do I really have a choice?**

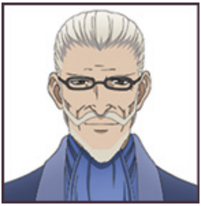
Debt Repayment Interval 7-8

Payment required	100000 gald

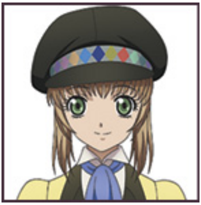
Character Episodes

Jude 2	
Location	Hamil
Reward	Jude Xillia Outfit 1 and Xillia haircut, affinity +500, 15000 gald

Milla 1	
Location	Nia Khera
Reward	Item Sphere Plus, affinity +250



Rowen 1	
Location	Marksburg
Reward	Rowen color variation costume, affinity +500, 15000 gald



Leia 2	
Location	Sharilton
Reward	Leia Xillia Outfit 1 and Xillia Haircut 1, affinity +500, 15000 gald

Event Quest

06 Traces of Kinship: Part 1

Client	Party	Item / Task	Location	Description	Reward
Bisley	Ludger, Jude	Mission Report 1	Spirius Corp. —CEO’s Office	I have an important mission regarding some highly confidential data. Come to my office at once.	2500 gald, 800 Points

07 The Father’s Gift

Client	Party	Item / Task	Location	Description	Reward
Father	Ludger, Jude	Crown Feather x10	Duval Station	I need 10 Crown Feathers. Can you bring them to Duval Station for me?	2500 gald, 800 Points, Elle’s Backpack

08 Driselle’s Crisis

Client	Party	Item / Task	Location	Description	Reward

Driselle	Ludger, Elize, Rowen	Remus (Light)	Sharilton—Lord's Manor Gates	Help me! I'm being attacked by a fiendish enemy! Bring a Remus (Light) gun to my house in Sharilton.	2600 gald, 832 Points, Sync Stone

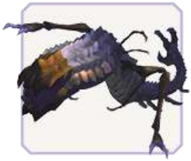
Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Kitty Sightings 5	—	Yuni's collar	Sharilton	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 6	—	Lil Scrappy's collar	Culmar Trail	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 7	—	Chi-Chi's collar	Sapstrath Deepwood	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 8	—	Taka's collar	Bermia Gorge	800 gald, 500 Points, Gummy Fishies
Kitty Sightings 9	—	Torche's collar	Tatalian Abyss	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 10	—	Meowcifer's collar	Sapstrath Highroad	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 11	—	Natalina's collar	Talys Highroad	800 gald, 500 Points, Kitty Krisps
Earth Cape, Please!	Bronze Seal	Earth Cape	Sharilton	800 gald, 500 Points, Sealed Phantasia
Looking for a Model	Bronze Seal	Model Windmill	Sharilton	800 gald, 100 Points, Skill Tome: "Life Booster" LU
I Want Something White	Bronze Seal	Pure White Puffball	Bermia Gorge	800 gald, 100 Points, Skill Tome: "Mind Booster" LU

Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
Hassle at the Tatalian Abyss	Bronze Seal	Burrow Goblin	Tatalian Abyss	4600 gald, 1150 Points

Elite Monster info



The Insectoid Terror: Moralzamm!		
Client	**Location**	**Rewards**
Spirius Corp.	Bermia Gorge	40000 gald, 12000 Points

Merciless Render: Graddic Claw!		
Client	**Location**	**Rewards**
Spirius Corp.	Rusalle Highroad	45000 gald, 13500 Points

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Call from Nova (6)	Anywhere	—	—	Ludger Elle
Debt Repayment Interval	Main	A Schismless World	Trigleph	—	L1: None R1: None	Ludger Jude Elize Milla
Debt Repayment Interval	Main	Two Partners	Trigleph	Frères Apartments	L1: None R1: None	Ludger Elle Milla
Debt Repayment Interval	Etc.	Mysterious Materials	Anywhere	—	—	Jude Elize Milla
Debt Repayment Interval	Etc.	Old Man Alvin	Anywhere	Before debt repayment	L1: None R1: None	Ludger Alvin Elize Milla Ell
Debt Repayment Interval	Etc.	Elle's Friends	Hamil	—	—	Jude Elize Elle
Debt Repayment Interval	Main	Call from Vera (2)	Anywhere	After debt repayment	L1: None R1: None	Ludger Elle
Debt Repayment Interval	Etc.	B-Rank Foodie	Trigleph	After debt repayment	L1: Alvin +250R1: Elize +250	Ludger Alvin Elize
Debt Repayment Interval	Etc.	The Pleasant Town of Sharilton	Sharilton	—	L1: Rowen+250 R1:None	Ludger Elize Rowen

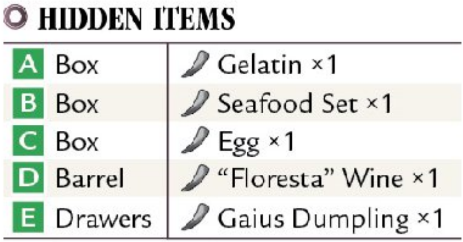
Debt Repayment Interval 7-8

Town

Sapstrath Seahaven

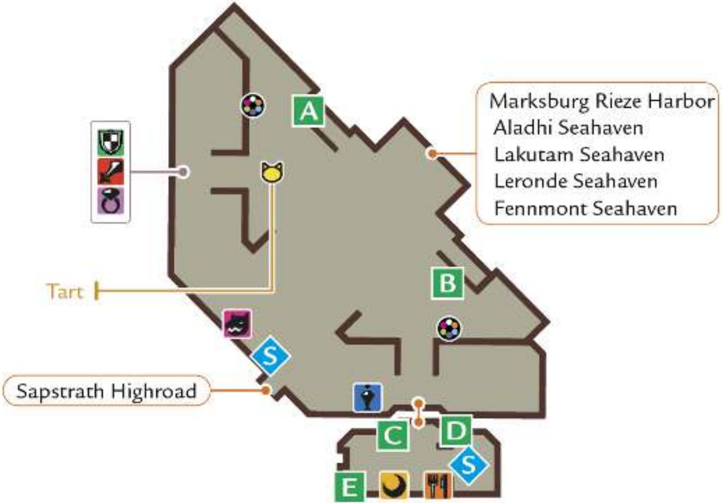
Required Teammates	—
Inn Price	150 gald
Elemental Ore	9–30
Enemies Level	—
Cats	Tart

Sapstrath Seahaven



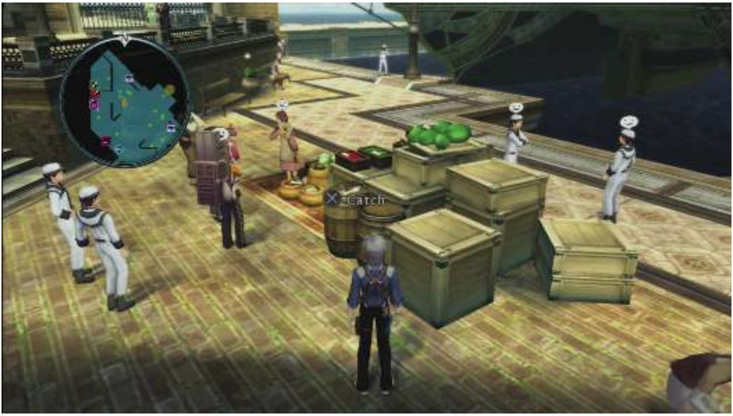
HIDDEN ITEMS

A	Box	Gelatin ×1
B	Box	Seafood Set ×1
C	Box	Egg ×1
D	Barrel	"Floresta" Wine ×1
E	Drawers	Gaius Dumpling ×1



Appears after Chapter 13

Set Sail to a New Region



At the end of Chapter 7, Nova calls to give you the good news that you are free to travel to Sapstrath Seahaven. Set sail for the new locale and check for new weapons and armor for the entire party—especially for the newest member, Milla. Search for hidden items and locate the local cat Tart snoozing on a barrel. Rest at the inn if you like and, once you are well equipped, prepare to explore several new areas, starting with Sapstrath Highroad.

Debt Repayment Interval 7-8

Field

Sapstrath Highroad

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	24–28
Cats	Meowcifer

Enemies

Grass Polwigle

Type ●	
HP	2650
Weak	🗡
Strong	●

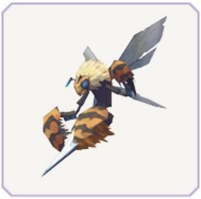
Filifolia

Type ●	
HP	2850
Weak	● 🗡
Strong	●

Hawk

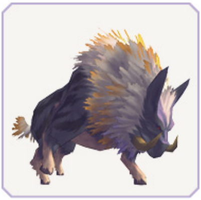
Type ●	
HP	2650
Weak	●
Strong	●

Bee



Type ●	
HP	2650
Weak	●
Strong	●

Boar



Type ●	
HP	4275
Weak	●
Strong	●

Sapstrath Highroad

TREASURES

A	Chest	Might Ring ×1
B	Chest	5600 gald
C	Chest	Fur ×2
D	Chest	Crown Feather ×2
E	Chest	3700 gald
F	Chest	Gold Dust ×1

RANDOM ITEMS

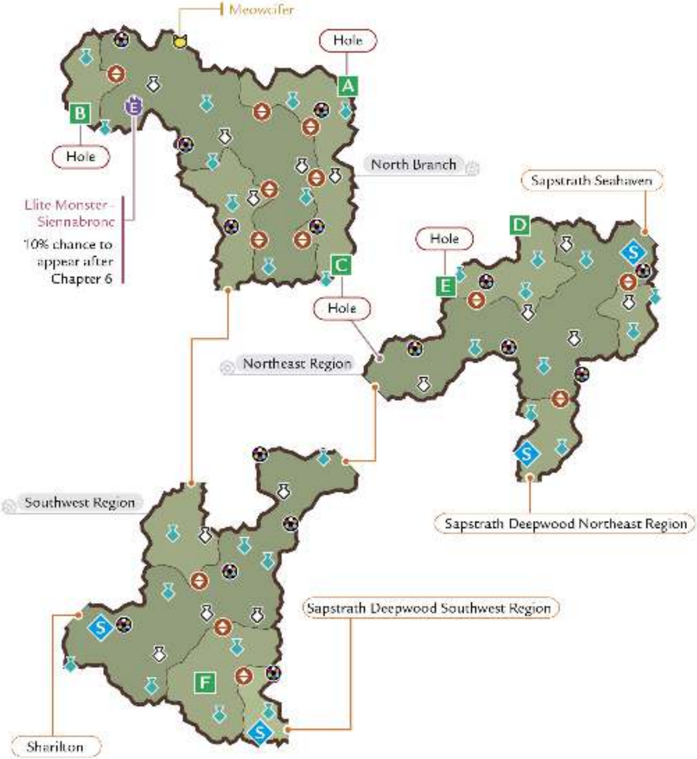
Loot Bag

200 gald	14%
400 gald	14%
10 gald	12%
800 gald	10%
Insect Wings ×1	10%
Kitty Krisps ×1	8%
Beautiful Feathers ×1	8%
Sandwich (Small) ×1	8%
Lose Stick ×1	8%
Yakisoba Noodles (Small) ×1	8%

Gathering Point

Broken Fang ×1~3	12%
Wild Bird Egg ×1~3	12%
Beautiful Feathers ×1~3	10%
Rotten Bone ×1~3	10%
Beast Dung ×1~3	10%
Supple Ivy ×1~3	10%
Wood Chunk ×1~3	10%
Wildgrass Seeds ×1~3	10%
Bee's Nest ×1~2	8%

Insect Wings ×1~2	8%



Elite Monster - Siennabronc

10% chance to appear after Chapter 6

Grab Gald and Take on the Boars

1769 166
1234 191
1624 173
1696 137

Check all the treasure chests to collect some great items as well as nearly 10000 gald. The tough beast of the area is the Boar that has nearly double the HP of its fellow residents. These aggressive wild pigs will charge and trample you if given a chance, and they should be your top target in groups of mixed enemies. The big beasts are weak to attacks from the sledgehammer and strike damage, making Jude and Leia excellent partners when hunting Boar.

835 DAMAGE!
POWER HIT!
1814 107
792 148
1604 166
1715 73

Most of the other enemies are weak to slash-type damage, making Milla great on the battlefield. The speed of your blades should stop the other foes before they have a chance to put up any real offence. It's not worth switching to your gun for the Bees. Simply use wind artes with your blades and you can still take advantage of their weakness.

When exploring the North Branch, look out for a small cave on the northern wall to find Meowcifer and its Item Quest collar.

Debt Repayment Interval 7-8

Dungeon

Sapstrath Deepwood

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	23–41/61–70 (After Gaius Episode 3)
Cats	Moon, Chi-Chi

Enemies

Sylvan Wolf

Type	
HP	2566/5747
Weak	
Strong	

Basilisk

Type	
HP	2566/5747
Weak	
Strong	

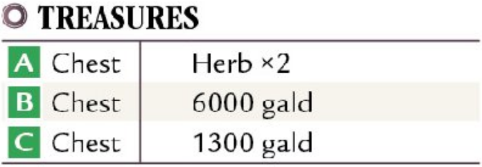
Sylvan Treant

Type	
HP	5520/12360
Weak	
Strong	

Leafy Mandragora

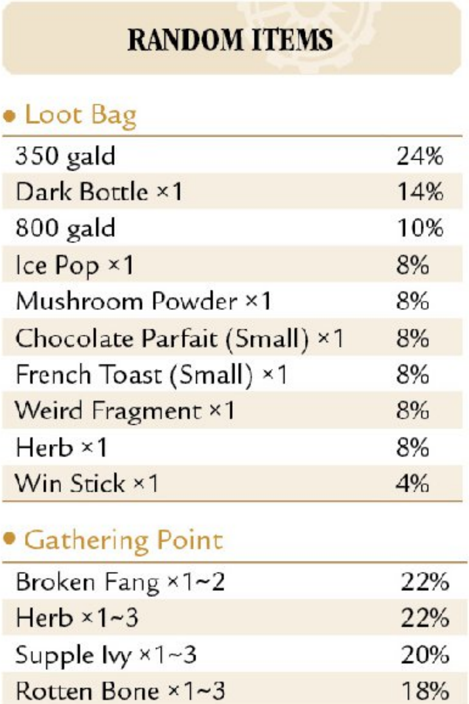
Type	
HP	2760/6180
Weak	
Strong	

Sapstrath Deepwood



TREASURES

A	Chest	Herb ×2
B	Chest	6000 gald
C	Chest	1300 gald



RANDOM ITEMS

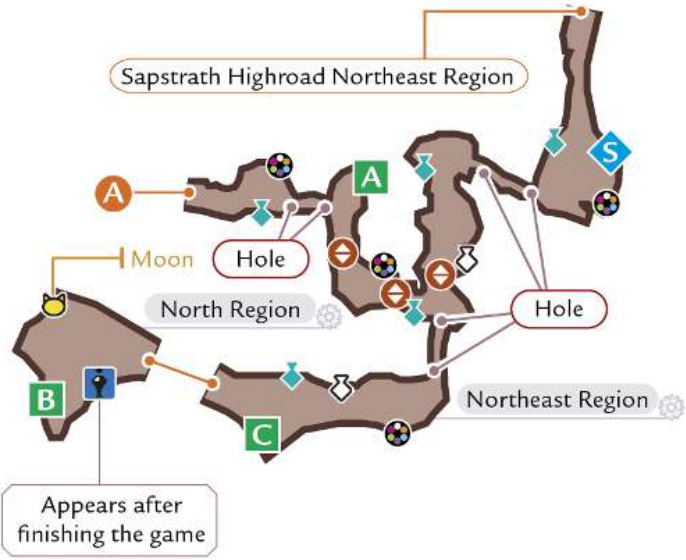
Loot Bag

350 gald	24%
Dark Bottle ×1	14%
800 gald	10%
Ice Pop ×1	8%
Mushroom Powder ×1	8%
Chocolate Parfait (Small) ×1	8%
French Toast (Small) ×1	8%
Weird Fragment ×1	8%
Herb ×1	8%
Win Stick ×1	4%

Gathering Point

Broken Fang ×1~2	22%
Herb ×1~3	22%
Supple Ivy ×1~3	20%
Rotten Bone ×1~3	18%

Wood Chunk ×1~3	18%


Sapstrath Highroad Northeast Region
S
A
A
Moon
Hole
North Region
Hole
Northeast Region
B
C
Appears after finishing the game

TREASURES

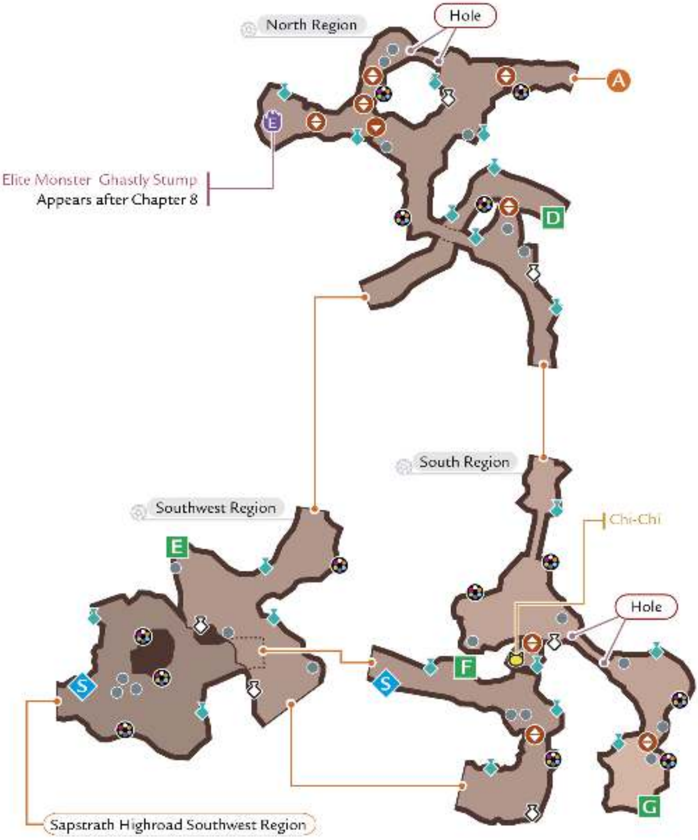
D	Chest	Mushroom Powder ×1
E	Chest	Ruby ×1
F	Chest	1500 gald
G	Chest	Fertile Soil ×1

RANDOM ITEMS

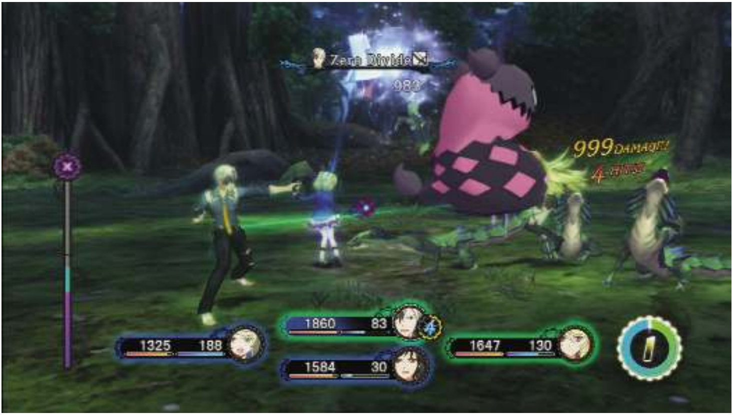
Gathering Point

Mushroom Powder ×1~3	18%

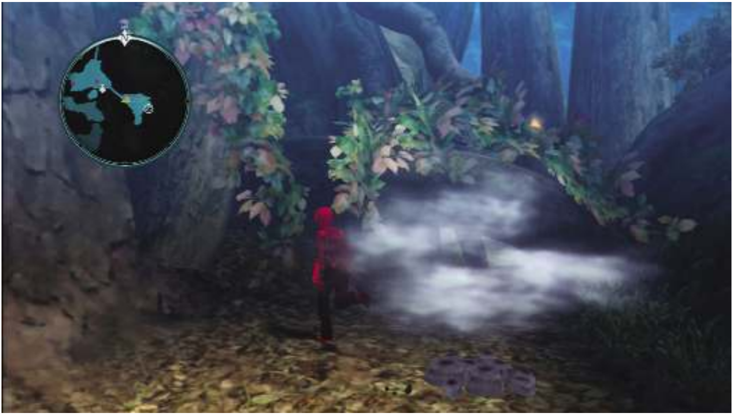
Herb ×1~3	18%
Broken Fang ×1~3	14%
Supple Ivy ×1~3	14%
Rotten Bone ×1~3	12%
Wood Chunk ×1~3	12%
Wildgrass Seeds ×1~3	12%


Elite Monster Ghastly Stump
Appears after Chapter 8

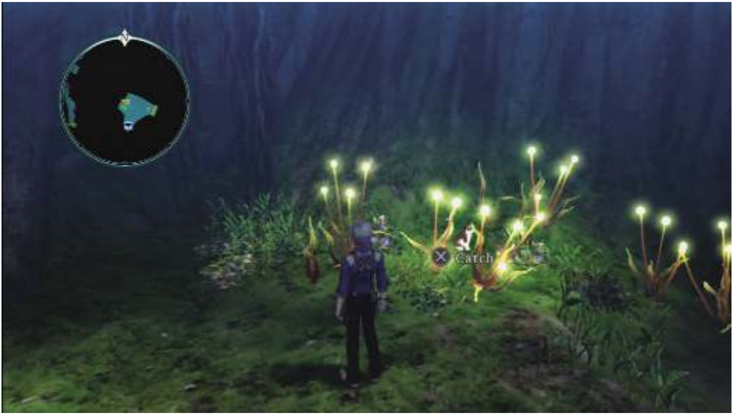
This is one of the toughest areas to navigate in the game (except for the last level). What makes this Deepwood so challenging is the multiple levels of elevation with lots of ledges, small platforms, and large roots to crawl under.



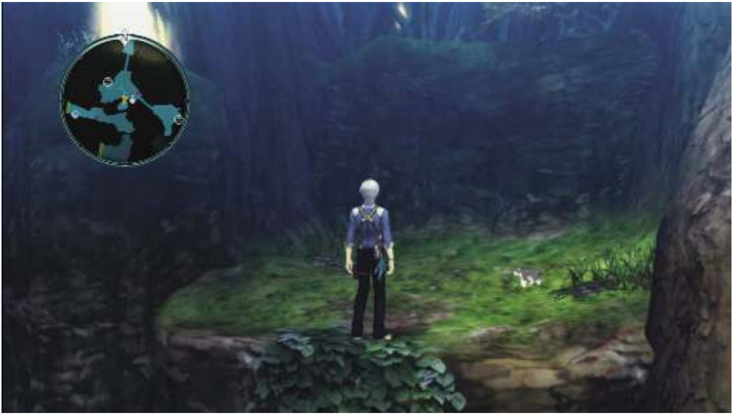
The Sylvan Wolves are the only foes vulnerable to gunfire and can be dealt with from long range. While Basilisks are weak to slash attacks, they also have a tendency to poison their foes. As you might guess, the Sylvan Treants are the sturdiest foes with a deadly Wafting Decay arte. Switch to your sledgehammer to smash the tree before it does any serious damage.



There are also Smokeshrooms throughout this area that cause damage when trampled. Many of them are impossible to avoid, but fortunately they won’t harm you too badly.



From the start of the area, follow the path to the south and curve west without changing elevation. In the North Region are a couple of herb Peddlers (available later in the game) next to Moon the cat, who is hiding in a outgrowth of glowing plants.



Deep in the South Region on a small ledge is Chi-Chi the cat and its Item Quest collar.

Debt Repayment Interval 7-8

Town

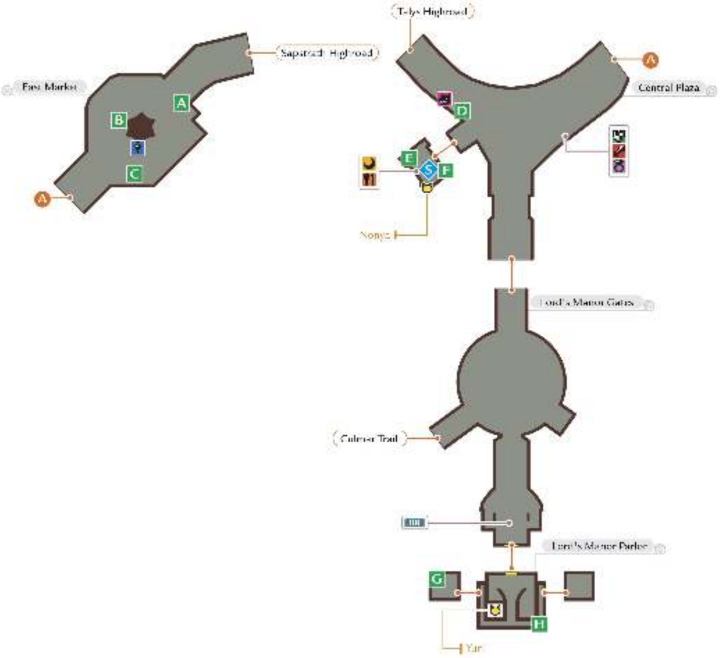
Sharilton

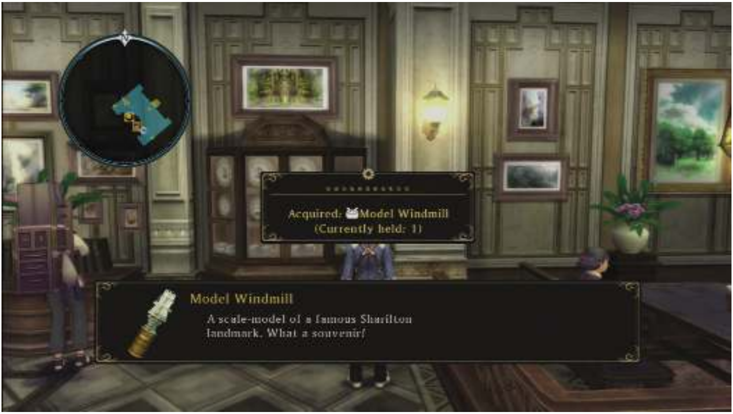
Required Teammates	—
Inn Price	150 gald
Elemental Ore	—
Enemies Level	—
Cats	Nonya, Yuni

Sharilton

HIDDEN ITEMS

A	Box	Onion ×3
B	Box	"Moonlight" Bourbon ×1
C	Table	Orange Soup (Medium) ×1
D	Wood	Fine Wood ×1
E	Shelf	Model Windmill ×1
F	Drawers	Block of Quartz ×1
G	Vase	Everbloom ×1
H	Birdcage	Crown Feather ×1



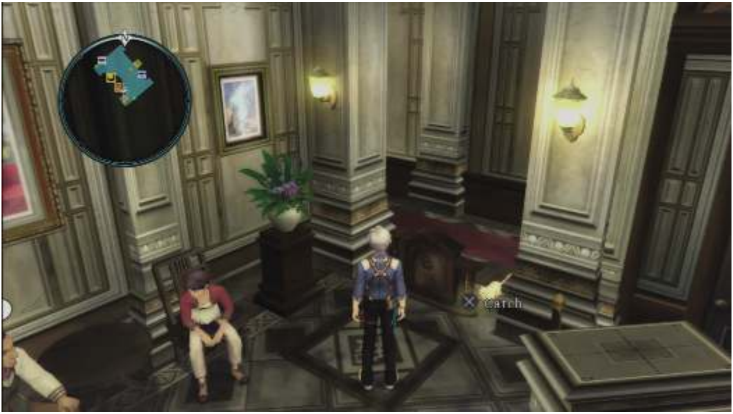


Acquired: Model Windmill
(Currently held: 1)

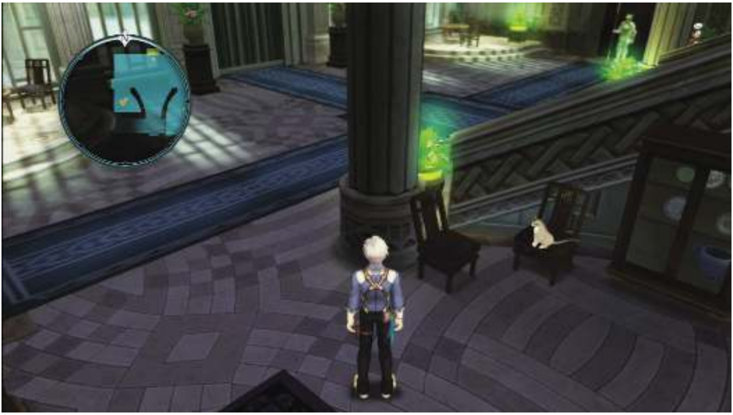
Model Windmill

A scale-model of a famous Sharilton landmark. What a souvenir!

The Model Windmill and Everbloom quest items can be found when searching the Town. Before going to the next areas, like Culmar Trail and Bermia Gorge, restock your Panacea Bottles... you'll probably need them. Sharilton is a great central location to do some monster hunting quests to rack up some gald for new items or to pay back your debt.



Stop by the local inn off of the Central Plaza and and find Nonya in the back left corner of the inn.



The other cat in this town is perched on a chair in Lord's Manor Parlor on the first floor. Pick up Yuni to add the cat to your collection as well as earn its valuable Item Quest collar.

Debt Repayment Interval 7-8

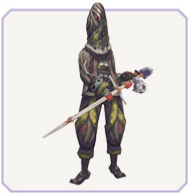
Field

Culmar Trail

Required Teammates	—
Inn Price	1—
Elemental Ore	9–30
Enemies Level	23–29/36–70 (After Rowen Episode 2)
Cats	Lil Scrappy, Michael

Enemies

Culmar Beast Mage



Type	●
HP	2760/3930
Weak	●
Strong	● ● ● ●

Spider

Type	●
HP	2925/4165
Weak	●
Strong	—

Floral Cat

Type	●
HP	2566/3654
Weak	●
Strong	—

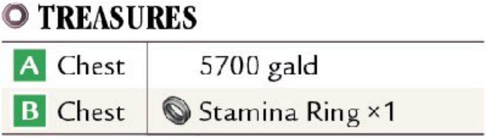
Culmar Beast Warrior

Type ●	
HP	2760/3930
Weak	● ● ● ●
Strong	● ● ●

Dusk Shade

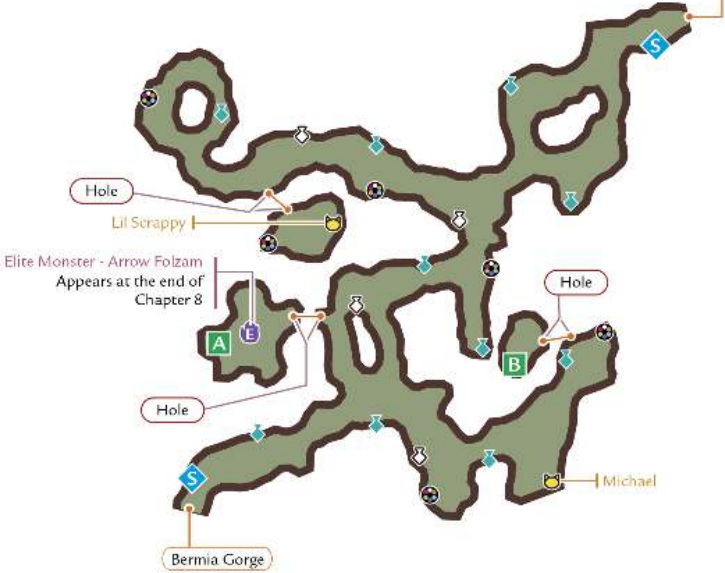
Type ●	
HP	2760/3900
Weak	●
Strong	—

Culmar Trail



TREASURES

A Chest	5700 gald
B Chest	Stamina Ring ×1



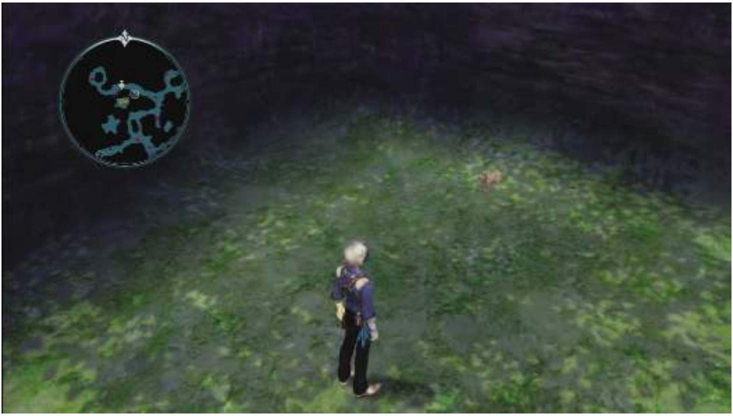
The entire area is very narrow and it will be hard to avoid encounters, especially from the quick Floral Cats. Take your time and “run” at a regular pace, as dashing can lead to a Back-Attack Encounter. Also, if you try to avoid enemies too much, they can group together and force you to fight them in an Encounter Link.

Note

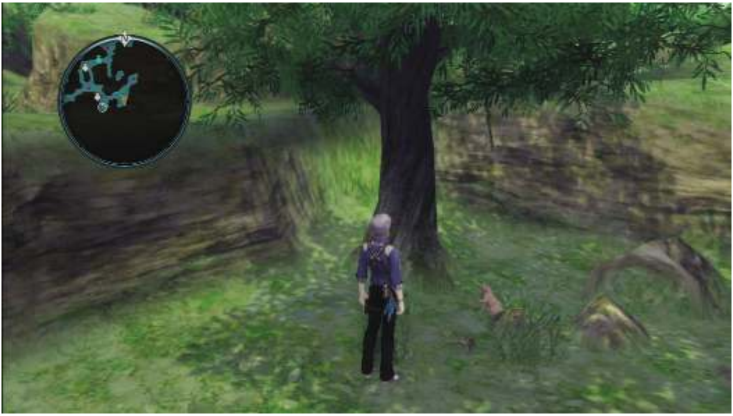
Refer to the map to locate holes in this area because many are obscured by bushes.

Protect
77 DAMAGE
4 HITS
1561 84
1928 171
1868 78
1757 200

Dual pistols are your best bet against enemies in this area. They are especially effective at pinning down the Dusk Shades before they can use their artes. However, the Culmar Beast Warriors are resistant to all three types of physical attacks and should be left to Rowen and Elize, who can use their magic artes to deal with them. The Culmar Beast Mage can drop valuable Silver Ore and should be hunted if you want to stock up. Link up with Milla in this area to bind many of the foes, leaving them vulnerable to attack.



This kitty is tough to find thanks to the overgrown foliage covering the hole to its private location. Lil Scrappy and its Item Quest collar are in a safe alcove just waiting to be found.



The final cat in this area is in the southeast corner under the shade of a tree. Pick up Michael and have him join your cat army.

Debt Repayment Interval 7-8

Dungeon

Bermia Gorge

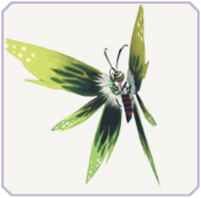
Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	24–28
Cats	Taka

Enemies

Angry Tortoise

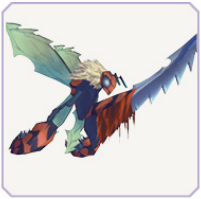
Type ●	
HP	3021
Weak	● ●
Strong	●

Green Butterfly



Type ●	
HP	2850
Weak	● ● ●
Strong	●

Sword Bee



Type ●	
HP	2650
Weak	● ● ●
Strong	●

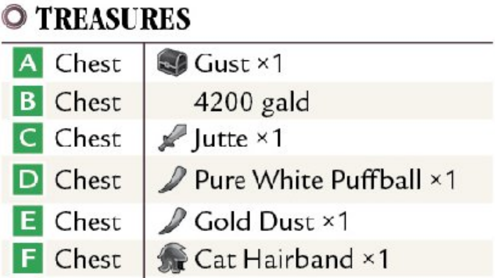
Wind Djinn

Type ●	
HP	2850
Weak	● ●
Strong	●

Gentlesylph

Type ●	
HP	8820
Weak	● ● ●
Strong	● ● ●

Bermia Gorge



TREASURES

A	Chest	Gust ×1
B	Chest	4200 gald
C	Chest	Jutte ×1
D	Chest	Pure White Puffball ×1
E	Chest	Gold Dust ×1
F	Chest	Cat Hairband ×1

G	Chest	2800 gald
H	Chest	3400 gald
I	Chest	Opal ×1

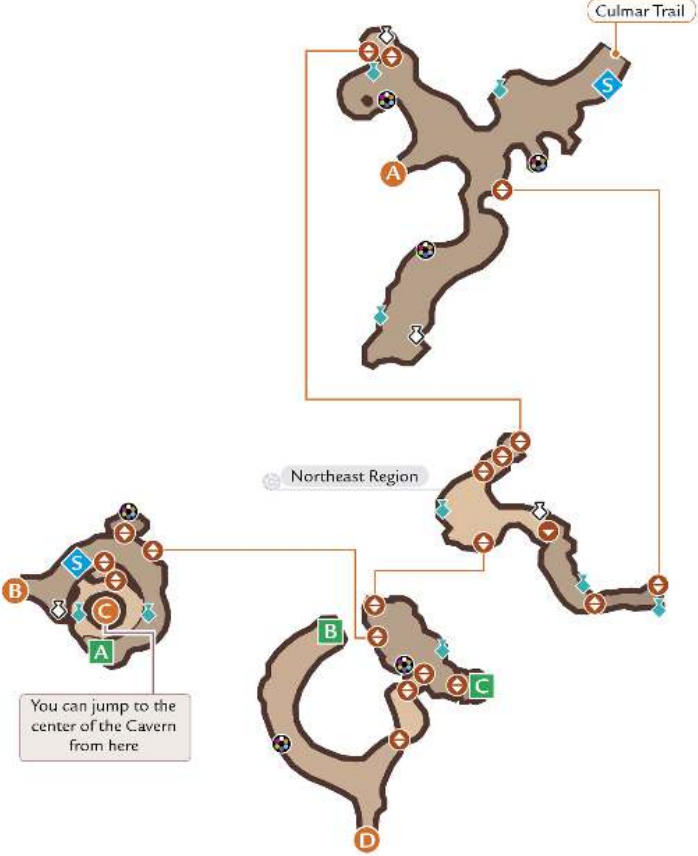
RANDOM ITEMS

Loot Bag

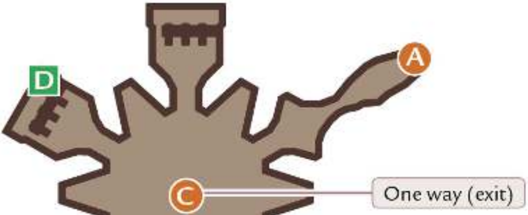
200 gald	20%
400 gald	16%
Apple Gel ×1	14%
800 gald	14%
Ice Pop ×1	8%
Silver Ore ×1	8%
Tofu Cracker (Small) ×1	8%
Pudding Cake (Small) ×1	8%
Win Stick ×1	4%

Gathering Point

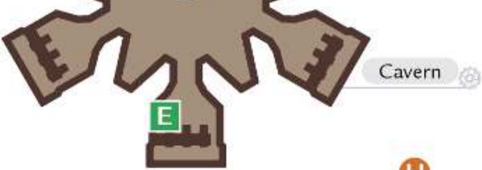
Silver Ore ×1~3	18%
Poison Stinger ×1~3	18%
Insect Wings ×1~3	18%
Supple Ivy ×1~3	16%
Iron Sand ×1~3	14%
Bee's Nest ×1~2	8%
Pure White Puffball ×1~3	8%

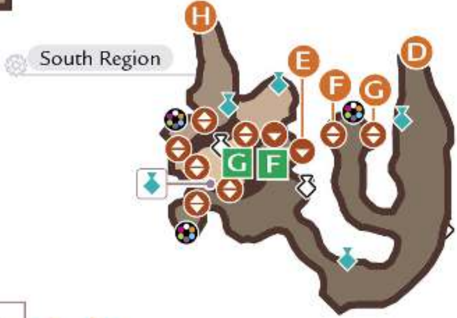


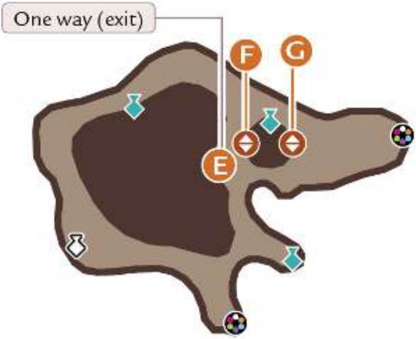
You can jump to the center of the Cavern from here

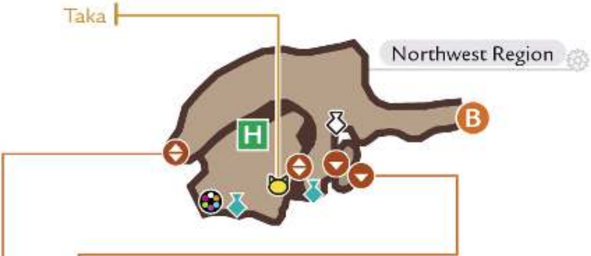


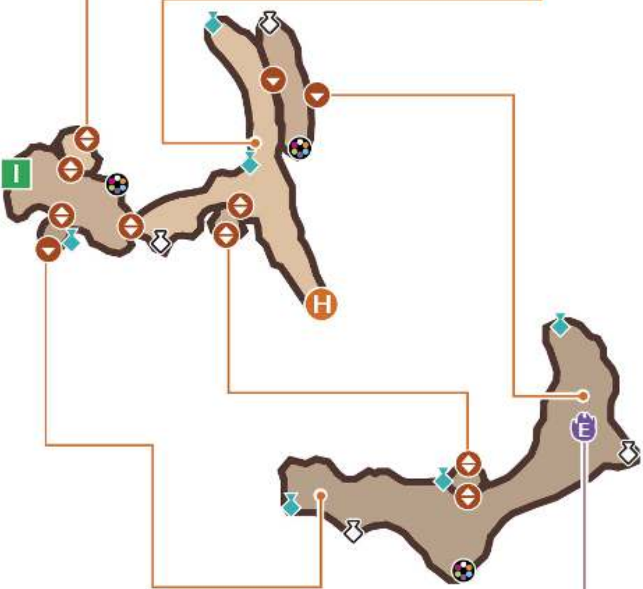
One way (exit)





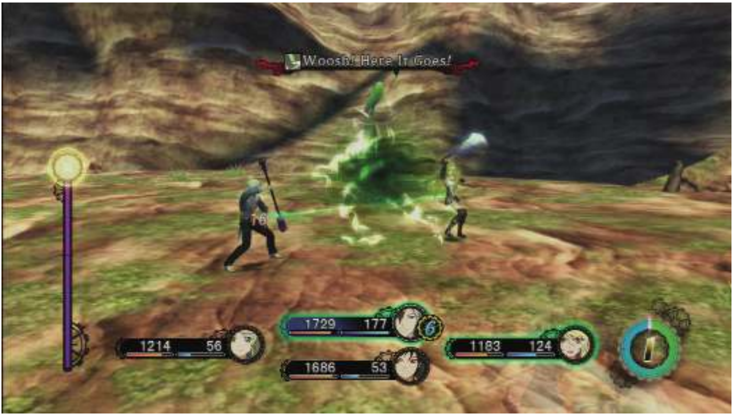




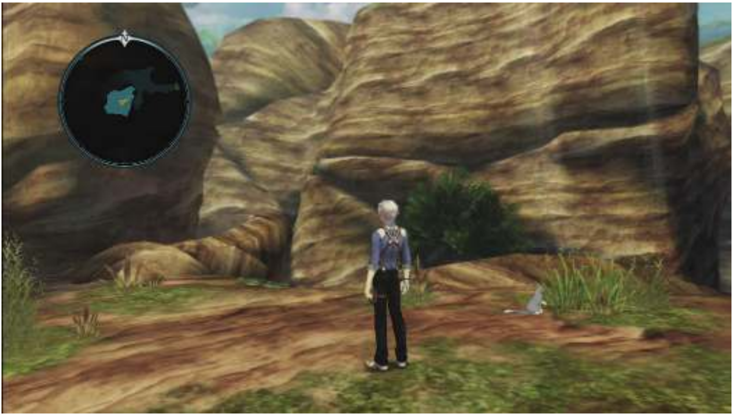


Elite Monster Moralzamm
Appears after
Chapter 7

It is fairly difficult to find all the treasures in this area thanks to the small platforms that often require you to jump down below in a leap of faith. In addition, the height of this area provides lots of levels of elevation that can only be reached by choosing the correct way to climb up. Take your time in this gorge and keep the maps handy when you explore. If a treasure seems like it should be right at your feet, look at the edge of the platform you are on and check to make sure it is actually not underneath you.



The monsters in this gorge are all weak to earth attacks. The sledgehammer can take advantage of that with the Power Swing arte, or you can use dual pistols with the Crossfire arte. On the other hand, all the foes are resistant to wind, so check your current artes to exclude that type of attack for your party. The Gentlesylph has very long reach and covers ground quickly. It uses lots of artes like Woosh! Here It Goes! and Cartwheel Combo, plus it can even cause paralysis—hope you have a Panacea Bottle ready! Link with Milla to try to bind this troublesome foe or stay back and fire away with Crossfire attacks. The rest of the enemies should not be a problem, but attack the Wind Djinn as soon as possible to prevent it from casting its Wind Lance arte.



A playful cat is swatting the grass on a high platform in the Northwest Region. Climb the ivy on the wall to reach this plateau and retrieve Taka and its Item Quest collar.

Debt Repayment Interval 7-8

Field

Talys Highroad

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	25–29/55–59 (After Chapter 12) / 72–76 (During or after Extra Episode)
Cats	Natalina

Enemies

Skeleton

Type	
HP	2734/5245/6668
Weak	
Strong	

Terra Chirpee

Type	
HP	2734/5245/6668
Weak	
Strong	

Wilted Filifolia

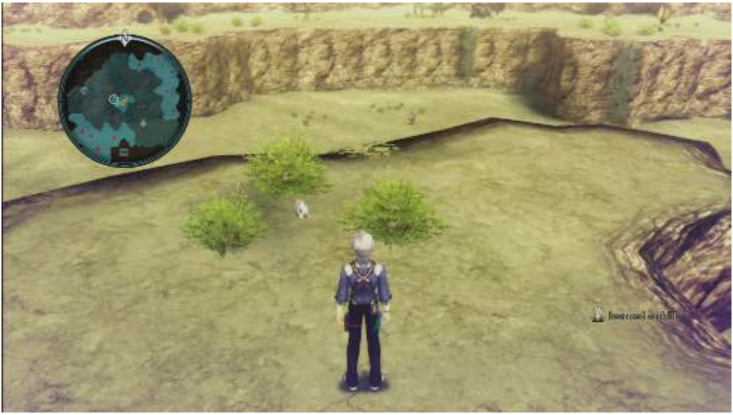
Type	
HP	2734/5245/6668
Weak	
Strong	

Terra Treant

Type	
HP	5880/11280/14340
Weak	
Strong	

POWER HIT!
342
POWER HIT!
810 DAMAGE!
265 POWER HITS!
1937
108
1482
95
1671
63
1426
69

Pay particular attention to the Terra Treants and Skeletons in this area. They have some damaging moves that can pop up from below, and some might be unblockable. Use the sledgehammer to crush these enemies, but try to side step around them instead of fighting them head on.



In the center of the West Region is a suspicious-looking mesa. Climb up the vines at this spot to find Natalina the cat and its precious Item Quest collar.

Talys Highroad

TREASURES

A	Chest	Supple Ivy ×2
B	Chest	Silver Ore ×4
C	Chest	Gold Dust ×2
D	Chest	5200 gald
E	Chest	3400 gald
F	Chest	Silver Helm ×1

RANDOM ITEMS

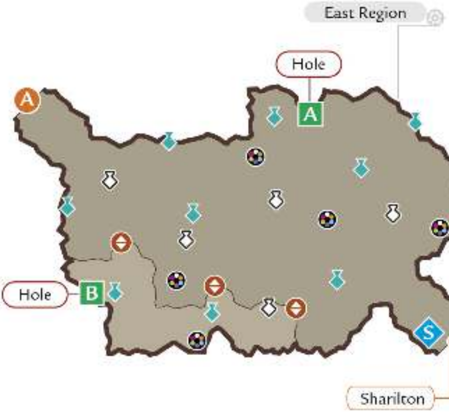
Loot Bag

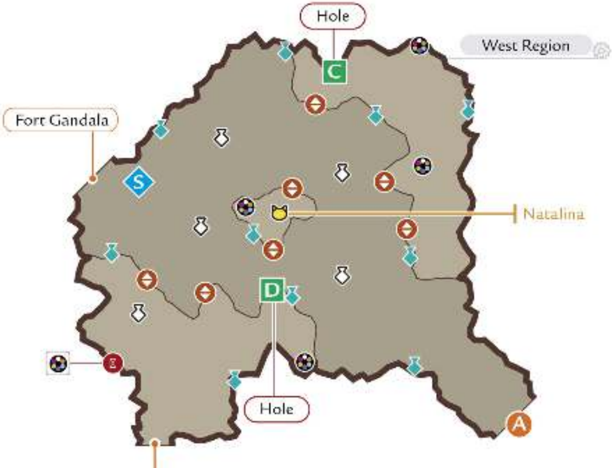
250gald	18%
100 gald	14%
500 gald	14%
1000gald	10%
Kitty Krisps ×1	8%
Silver Ore ×1	8%
Sandwich (Small) ×1	8%
Lose Stick ×1	8%
Mabo Curry (Small) ×1	8%
Win Stick ×1	4%

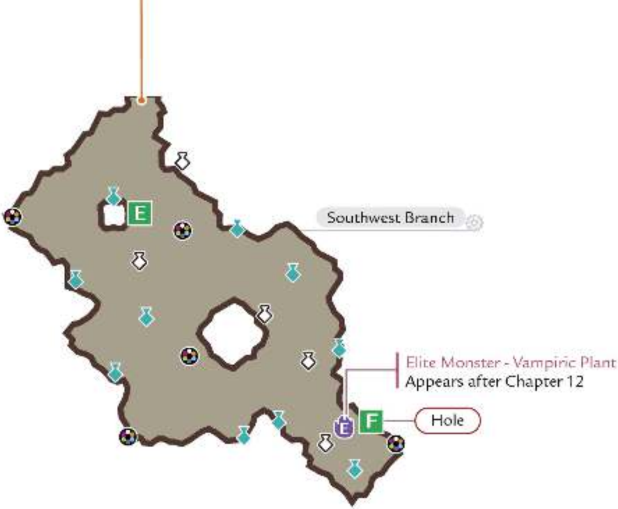
Gathering Point

Silver Ore ×1~3	18%
Fine Down ×1~3	18%
Rotten Bone ×1~3	16%
Iron Sand ×1~3	16%
Supple Ivy ×1~3	16%

Crown Feather ×1~3	8%
Gold Dust ×1~2	8%







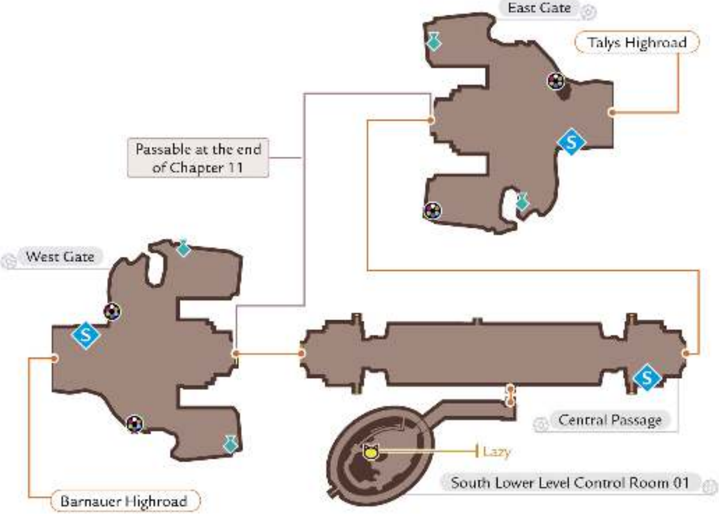
Debt Repayment Interval 7-8

Dungeon

Fort Gandala

Required Teammates	—
Inn Price	1—
Elemental Ore	9–30
Enemies Level	—
Cats	Lazy

Fort Gandala



RANDOM ITEMS

• Gathering Point

Iron Sand ×1~3	45%
Copper Ore ×1~3	45%
Gold Dust ×1~3	10%

There is not a lot you can do at Fort Gandala until after you have cleared Chapter 11. At this point you can look around the East Gate, but the door to the Central Passage is closed while the facility is undergoing renovations. It is easy to forget about this place because you visit it early in the game, but if you don't return later you will never locate Lazy the cat on the lower level.

Note

When the debt for this interval is paid in full, Vera will alert you to two new situations. This provides the opportunity to choose which mission you want to do next. Whichever you choose will be Chapter 8 and the other becomes Chapter 9. The two choices are to purse Julius (Chapter 8 becomes A Song Echoes Through the Falls) or meet Gaius at Spirius Corp. (Chapter 8 becomes Gaius' Trial).

Walkthrough

CHAPTER 8: A Song Echoes Through the Falls 1

Town

Aladhi Seahaven (3)

Required Teammates	Ludger Milla Elize
Inn Price	100 gald
Elemental ore	4–20
Cats	—

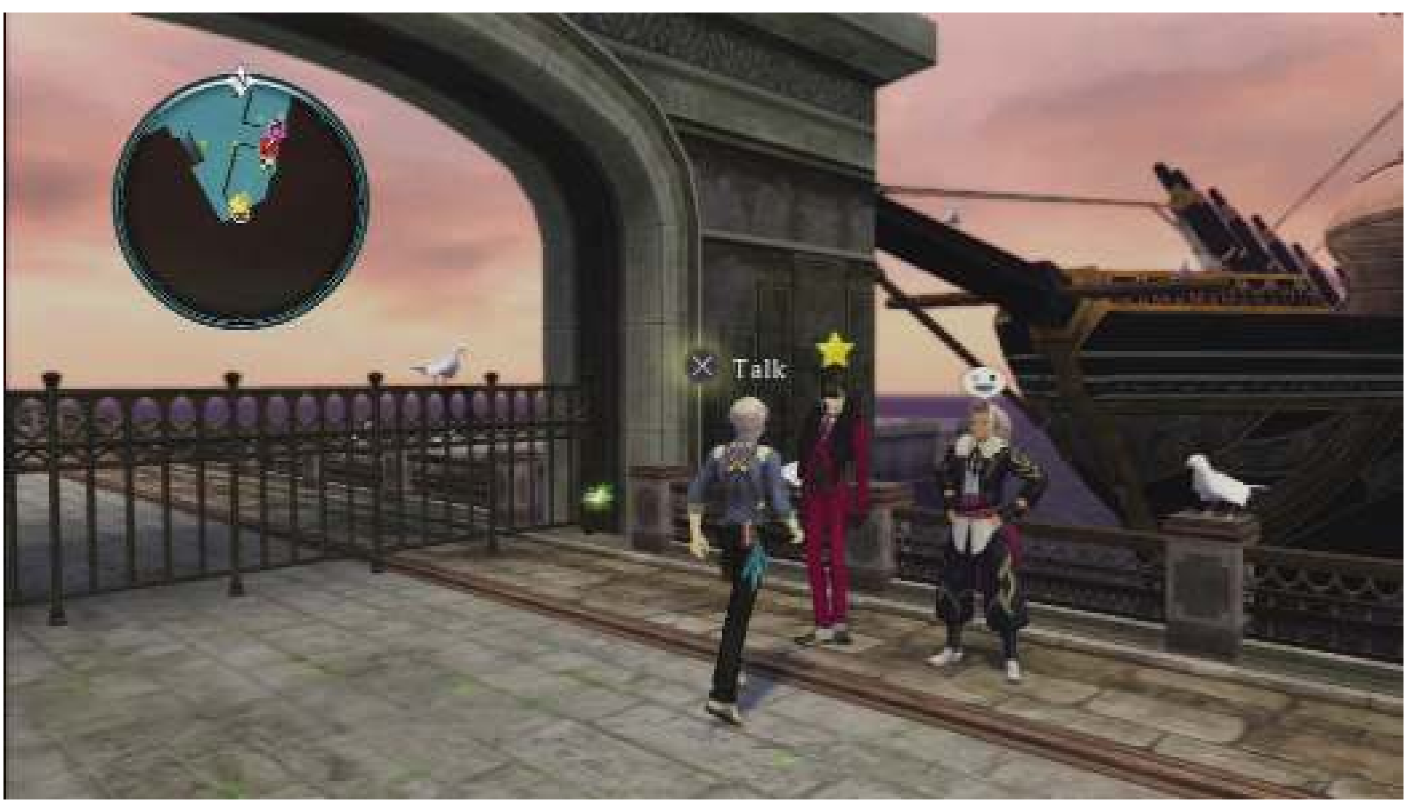
Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Aladhi Seahaven (3)	Main	Milla's Sister	Anywhere	—	L1: None R1: Muzét +250	Ludger Milla Elize Muzét Elle

Note

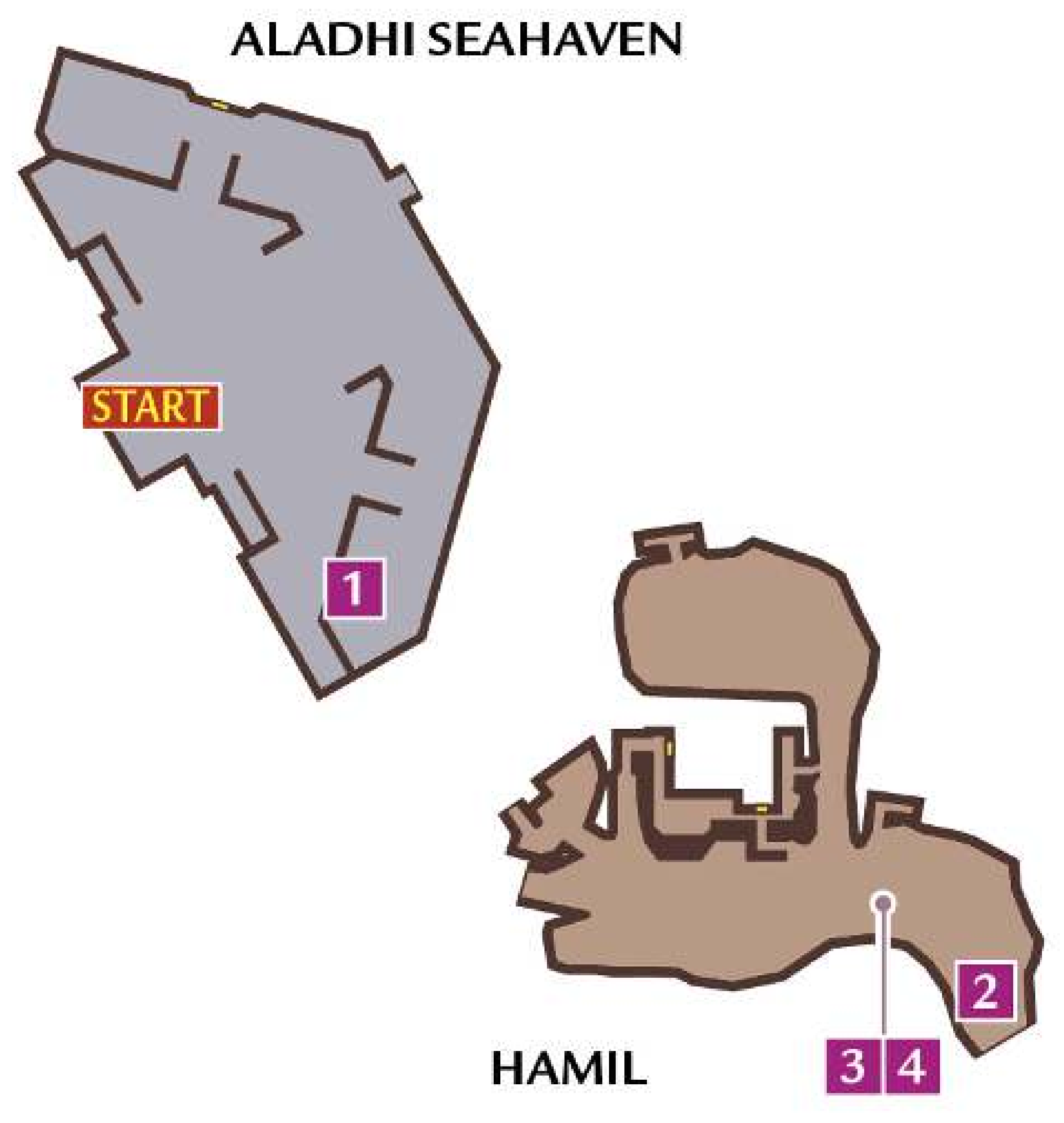
After Interval 7–8, this will be Chapter 8 if you pursued Julius. However, this will become Chapter 9 if you sought out Gaius first. This is the shorter of the two chapters and has fewer new areas to explore.

Track Down Julius



1 Your "friend" Rideaux was put in charge of the squad locating Julius and you need to speak to him to find out what's going on. The party splits up in search of Julius and you are with Milla and Elize bound for Hamil.

2 3 4 Upon entering Hamil you encounter the real Muzét who will join your party. Elle puts it best: "One more weirdo is joining the crew, Rollo." Vera calls shortly after you enter the town with a lead on someone in a Fractured Dimension. Before using the World Map and entering the new dimension, equip Muzét with an extractor and the best gear you can afford.



Would it be an imposition to take me along?

L1: **I don't mind, but why?** (Muzét affinity +500)

R1: **Yes.**

Walkthrough

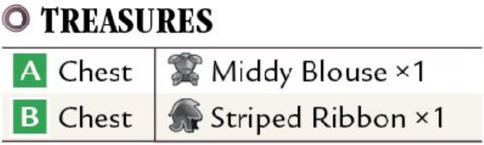
CHAPTER 8: A Song Echoes Through the Falls 2

Dungeon

Kijara Seafalls (Fractured)

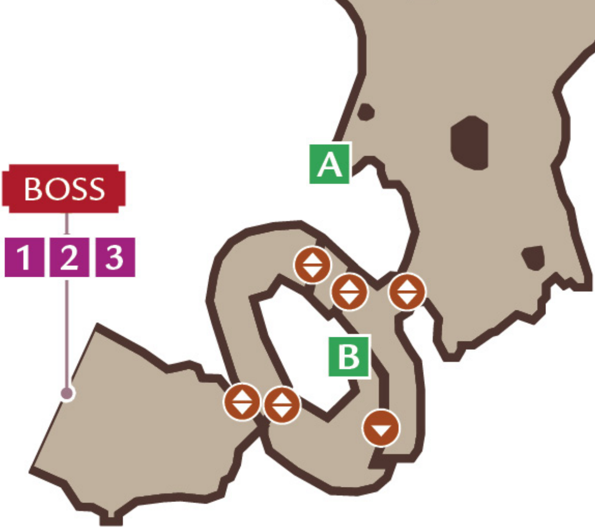
Required Teammates	Ludger Milla Elize Muzét
Elemental ore	9–30
Cats	—

Kijara Seafalls Fractured

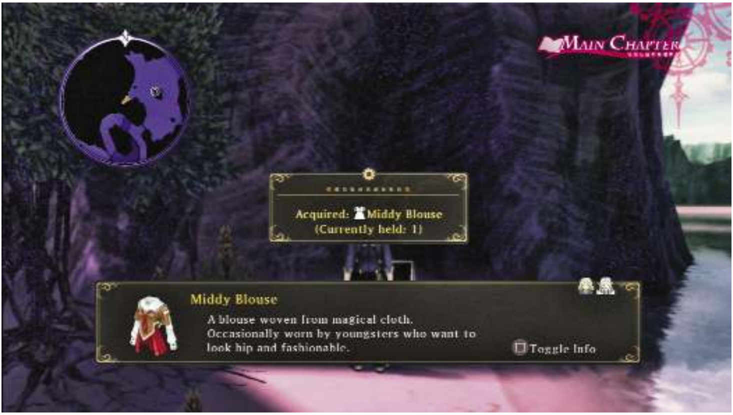


TREASURES

A	Chest	Middy Blouse ×1
B	Chest	Striped Ribbon ×1



Find the Catalyst


Main Chapter
☐ Toggle Info

Acquired: Middy Blouse
(Currently held: 1)

Middy Blouse

A blouse woven from magical cloth.
Occasionally worn by youngsters who want to look hip and fashionable.

You appear at Kijara Seafalls when you enter the Fractured Dimension, and luckily there is a Peddler nearby to refresh your items. The enemies are the same as your last visit and shouldn't put up much of a fight. However, avoid getting overzealous in fighting the monsters and save your resources for the upcoming boss. There are a few items to find in this new world and the armor will be a great upgrade for Muzét.

1 Make your way to the end of the first area to encounter Julius humming a familiar tune. This is your chance to boost affinity with your brother and Elle, so pay close attention to your choices.

I guess it worked.

L1: **You always liked that song, Julius.** (Julius affinity +500)

R1: **You knew I'd be coming.**

Why do you keep Elle around anyway?

L1: **Because I need her.**

R1: **I promised her we'd go to the Land of Canaan together.** (Elle affinity +250)

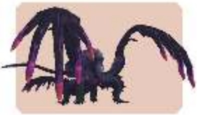
Bonus Scene: Elize (If you completed Elize Episode 1)

What'll you do? (timed)

L1: **I'll lure the Phantom out!** (Elle affinity +250)

R1: **There has to be a way.** (Julius affinity +500)

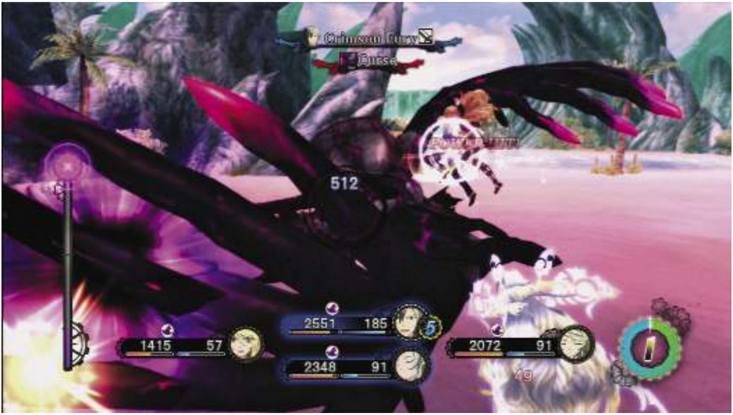
Boss Seafall Phantom (Ccatalyst)



Level	30–43
Iron Stance	400
HP	85428–114912
Weak	●
Strong	●

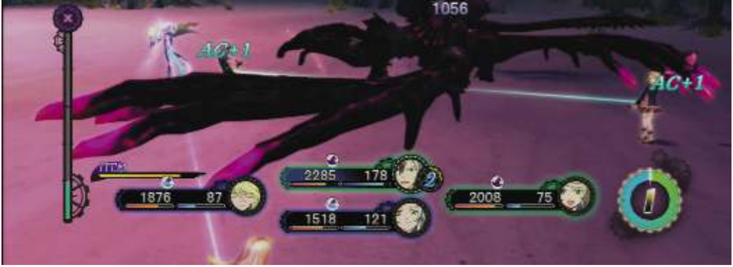
Drop	Pearl (100%) / Monster Fluid (100%)
Steal	—

Beware the Boss's Special "Curse" Ailment


Crimson Fury
Curse
512
2551 185
5
1415 57
2348 91
2072 91

2 In addition to breath attacks and horn strikes that make use of the boss's enormous size, it can use artes like Curse. This inflicts a special ailment that causes you to take damage and be staggered at regular intervals. Guarding won't protect you from this ailment and no item can cure it, but transforming will erase it from the entire party.

Apple Gel
Crossfire


1056
AC+1
AC+1
2285 178
1876 87
1518 121
2008 75

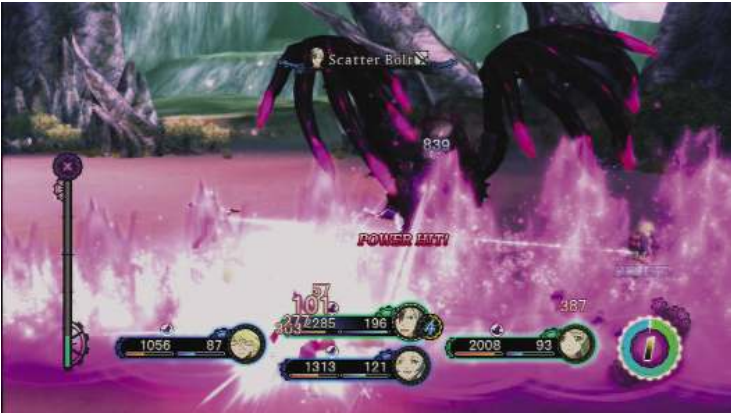
The massive size of this creature is further compounded by its very long reach. Spin Thrust is a powerful combo attack in which the boss spreads outs its arms and lunges forward. It has a very wide area of effect and it's difficult to get out of the way in time, so start blocking as soon as the attack's name appears on screen.

3 Bonus Scene: Elize (If you completed Elize Episode 1)

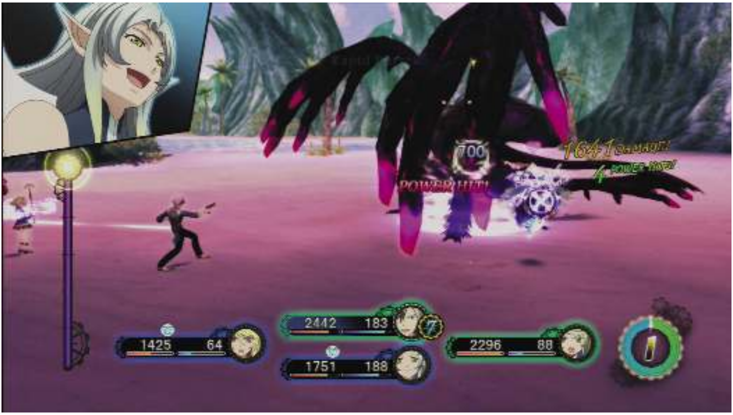
What'll you do?

L1: **You have my thanks, too.** (Elize affinity +100)

R1: **You're a real trooper, Elize.** (Elize affinity +300)


Scatter Bolt
839
POWER HIT!
387
2285 196
1056 87
1313 121
2008 93

The other ranged attack of this boss is the Dark Laser. This is a deadly beam assault. If you're in the beam's path, you'll take heavy damage even if you're guarding. Because of this attack, try to circle around or beside the boss and avoid fighting it head on.


1641 DAMAGE!
4 POWER HITS!
700
POWER HIT!
2442 183
1425 64
1751 188
2296 88

Many of this boss's attacks have such wide areas of effect that you won't be able to free run away in time. You generally want to guard, but Curse could lead you to be unable to guard from highly damaging attacks, so assign Elize's strategy to Only Heal. This boss's only weakness is fire, so have Ludger equip Zeus Crusher (Fire) if he has it or use fire-based artes. Also set up Muzét to use fire-based abilities like Flame Ring and you'll be able to achieve weakness-exploiting combos fairly easily.

11917
30797 DAMAGE!
25 HITS!

At the end of the fight, follow the instructions to perform your first mystic arte and finish off the catalyst.

Worried about your brother, I take it?

L1: **Of course I am. He's the only family I have.**

R1: **Julius is fine. I'm sure of it.** (Muzét affinity +500)

Debt Repayment Interval 8-9

Payment required	100000 gald

Character Episodes

Milla 2	
Location	Kanbalar
Reward	Item Sphere Plus, affinity +250

Alvin 2	
Location	Duval
Reward	Xillia Outfit 1 and Xillia Haircut, affinity +500, 20000 gald

Rowen 2	
Location	Sharilton
Reward	Xillia Outfit 1 and Xillia Haircut, affinity +500

Event Quest

09

Karla’s State of Affairs

Client	Party	Item / Task	Location	Description	Reward
Karla Outway	Ludger, Elize, Leia	Migrant Plume x3	Kanbalar —Inn	I am looking for some elegant Migrant Plumes. Can you bring them to me at the inn in Kanbalar?	3600 gald, 1152 Points

Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Kitty Sightings 12	—	Kyo’s collar	Xian Du	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 13	—	Breezy’s collar	Kanbalar	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 14	—	Mao’s collar	Labari Hollow	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 15	—	Holmes’ collar	Mon Highlands	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 16	—	Stumbles’ collar	Sillea Tundra	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 17	—	Dasher’s collar	Tulea Tundra	800 gald, 500 Points, Kitty Krisps
I Need a Salmon*	Bronze Seal	Salmon x5	Marksburg	800 gald, 500 Points, Sealed Tempest
You Gotta Help Me!*	Bronze Seal	Aqua Ribbon	Sharilton	800 gald, 500 Points, Sealed Eternia
Dunno the Details*	—	Beautiful Feathers x3	Alest Highroad	800 gald, 100 Points, Fertile Soil Plus
For All My Honeys**	Bronze Medal	Torbalan Jade ×5	Torbalan Highroad	800 gald, 500 Points, Sealed Symphonia
Researching the Competition**	Bronze Medal	Gaius Dumpling ×7	Kanbalar	800 gald, 500 Points, Sealed Graces
Jolyne’s Plea—Part 4***	Bronze Token	Rappig Ears	Nia Khera	800 gald, 500 Points, Pigtails

Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
My Lover’s Birthday**	—	Dusk Shade	Culmar Trail	800 gald, 100 Points, Mega Lightning Bolt
Cold-Hearted Sentinels	—	Ice Golem	Xailen Woods	800 gald, 100 Points, Lightning Bolt Plus

Elite Monster info

The Buzz of Doom: Arrow Folzam!		
Client	**Location**	**Rewards**
Beekeeper	Culmar Trail	40000 gald, 12000 Points

Raging Bull: Bluetaur!		
Client	**Location**	**Rewards**
Spirius Corp.	Sillea Tundra	45000 gald, 13500 Points

Grimacing Tree: Ghastly Stump!		
Client	**Location**	**Rewards**
Spirius Corp.	Sapstrath Deepwood	40000 gald, 12000 Points

Fire Down Below: Dark Teagle!§		
Client	**Location**	**Rewards**
Spirius Corp.	Fezebel Marsh	50000 gald, 15000 Points

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Call from Nova (7)	Anywhere	—	—	Ludger Elle
Debt Repayment Interval	Etc.	The Coliseum Awaits	Xian Du	Complete Gaius' Trial chapter first	—	Jude Elize Leia Gaius Mil
Debt Repayment Interval	Main	Call from Vera (3)	Anywhere	After debt repayment/Complete Gaius' Trial chapter first	—	Ludger Elle
Debt Repayment Interval	Main	Call from Vera (4)	Anywhere	After debt repayment/Complete A Song Echoes Through the Falls chapter first	—	Ludger Elle

* If you've already cleared Chapter 8/9, A Song Echoes Through the Falls, this occurs in Interval 9-10.

**: If you've already cleared Chapter 8/9, Gaius's Trial, this occurs in Interval 9-10.

***: Occurs at the start of Chapter 8/9, A Song Echoes Through the Falls.

§: Appears at this point if you cleared A Song Echoes Through the Falls in Chapter 8; appears in Interval 9-10 if you cleared Gaius's Trial in Chapter 8.

Debt Repayment Interval 8-9

Town

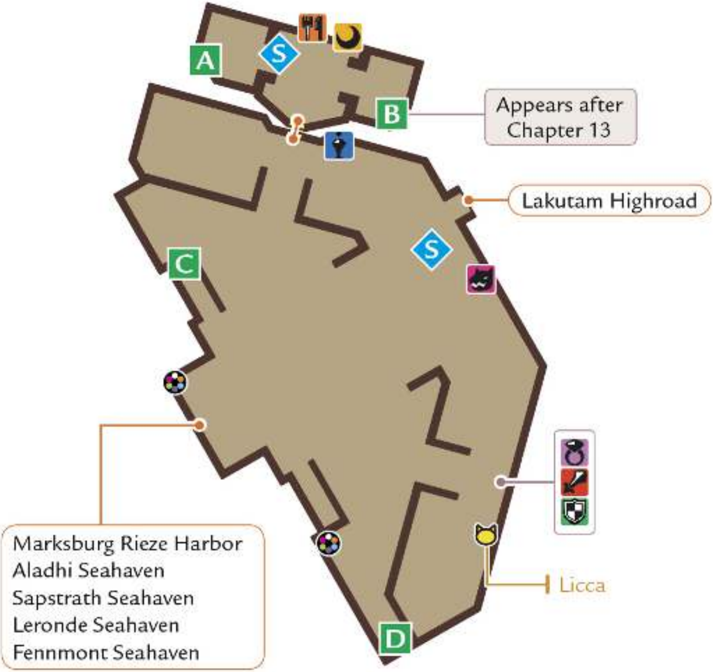
Lakutam Seahaven

Required Teammates	—
Inn Price	200 gald
Elemental Ore	9–30
Enemies Level	—
Cats	Licca

Lakutam Seahaven

HIDDEN ITEMS

A	Table	"Twilight" Shochu ×1
B	Stove	Gaius Dumpling ×1
C	Box	Tuna ×2
D	Box	Salmon ×3


A
S
B
Appears after Chapter 13
Lakutam Highroad
S
C
Marksburg Rieze Harbor
Aladhi Seahaven
Sapstrath Seahaven
Leronde Seahaven
Fennmont Seahaven
Licca
D

Complete Quests for Two Dual Extractors

This is a huge interval with tons of new quests, lots of Elite Monsters, and numerous new areas to explore. Complete quests to earn lots of valuable items including two extractors that can work with two elements at once! This is a great time to upgrade everyone's gear and check what type of Custom Orders you can create. Don't forget to find Licca in the southern corner near several crates.

Debt Repayment Interval 8-9

Field

Lakutam Highroad

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	31–41
Cats	Sir Meows-a-Lot

Enemies

Skunky

Type	
HP	3236
Weak	
Strong	

Terra Ribbit

Type	
HP	3236
Weak	
Strong	

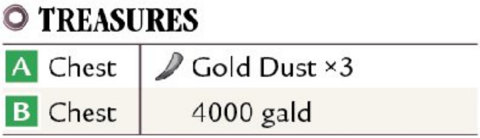
Terra Polwigle

Type ●	
HP	3236
Weak	● ●
Strong	●

Terra Goblin

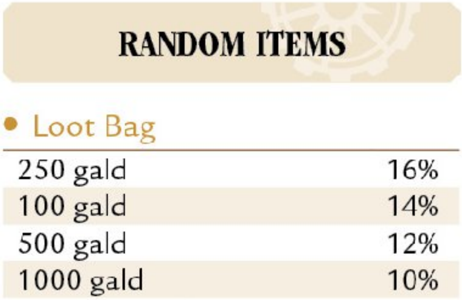
Type ●	
HP	3236
Weak	
Strong	●

Lakutam Highroad



TREASURES

A	Chest	Gold Dust ×3
B	Chest	4000 gald



RANDOM ITEMS

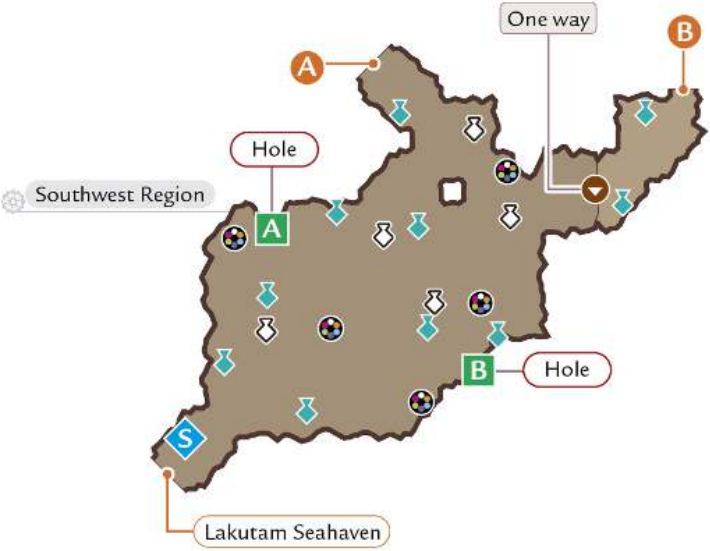
- Loot Bag

250 gald	16%
100 gald	14%
500 gald	12%
1000 gald	10%

Gold Dust ×1	8%
Copper Ore ×1	8%
Tofu Cracker (Medium) ×1	8%
Lose Stick ×1	8%
Pudding Cake (Small) ×1	8%
Catnip ×1	8%

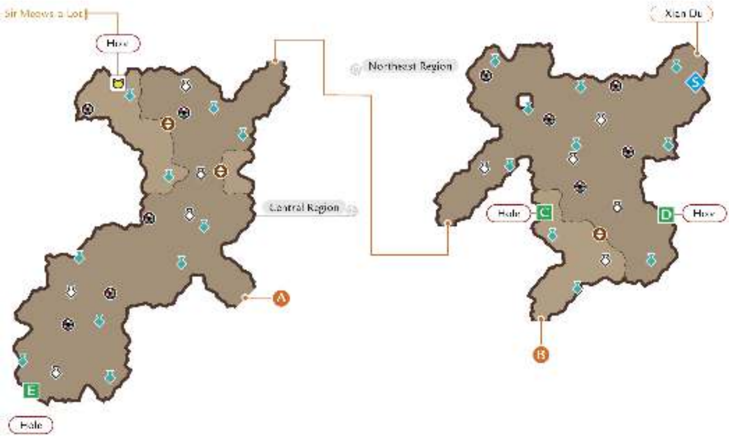
• Gathering Point

Broken Fang ×1~3	16%
Rotten Bone ×1~3	16%
Gold Dust ×1~3	16%
Copper Ore ×1~3	16%
Beast Dung ×1~3	14%
Iron Sand ×1~3	14%
Mysterious Liquid ×1~2	8%


One way
B
A
Hole
Southwest Region
A
B
Hole
S
Lakutam Seahaven

TREASURES

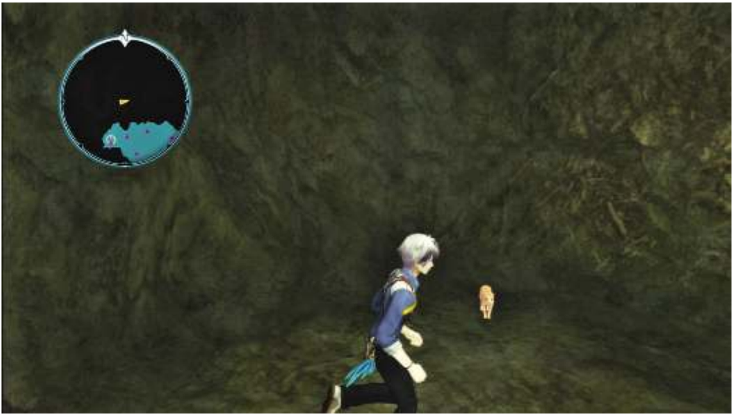
C	Chest	Geode ×1
D	Chest	7700 gald
E	Chest	Silver Coat ×1


Sir Meows-a-Lot
Hole
Northeast Region
Xian Du
S
Central Region
Hole
C
D
Hole
A
B
E
Hole

Vary Your Attacks to Succeed

Floral Scent
Sigil Spear
1174 DAMAGE!
3 HITS
2570 181
2324 79
2090 87
2030 169

You'll encounter enemies who are weak to each of the three damage types: Slash, Strike, and Shot. By using Ludger's Weapon Shift to switch weapons as you fight, you can deal damage more effectively. But beware of the Floral Scent attack used by Skunky enemies. This attack is unblockable, so if you see the Skunky prepare to lift its legs, evade with a quick-step.



In the Central Region, go to the northwest corner and look for a hole to crawl into and find Sir Meows-a-Lot the cat.

Note

Your foes are all Speed type, which means they'll be much more vulnerable to the Bind ability.

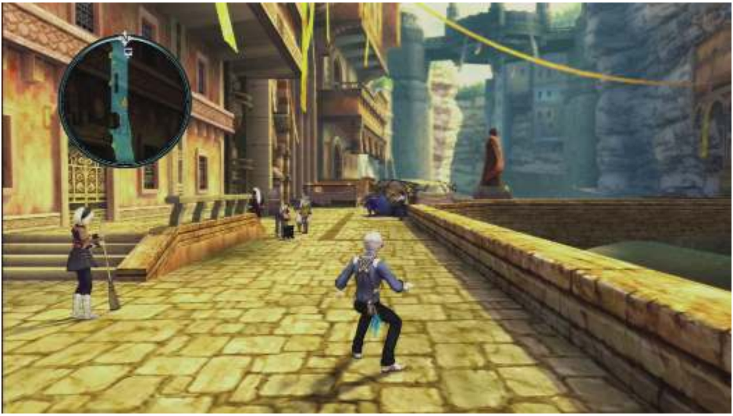
Debt Repayment Interval 8-9

Town

Xian Du

Required Teammates	—
Inn Price	200 gald
Elemental Ore	—
Enemies Level	—
Cats	Flakey, Harry, Kyo

A Town Full of Monsters and a Coliseum

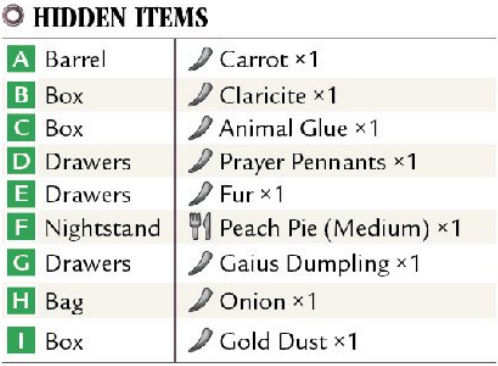


Xian Du is a large town with lots of shops and cats to locate. It is also the home of the Coliseum, where you can battle to earn useful and unique prizes. Initially you can only access Tag Mode, but as you continue to play you will unlock Party Mode and different challenge levels. Check out the Coliseum section in the Side Quest chapter for complete details on the matches and rewards.

Note

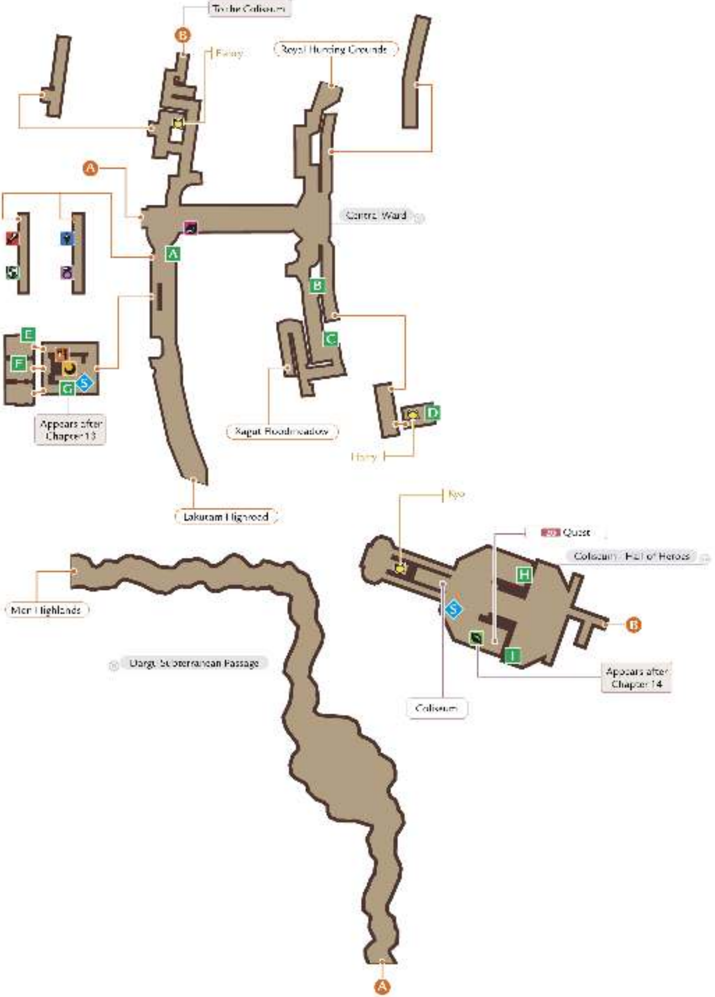
The teammates that are chosen to participate in the Coliseum affect the rewards you can earn if you win.

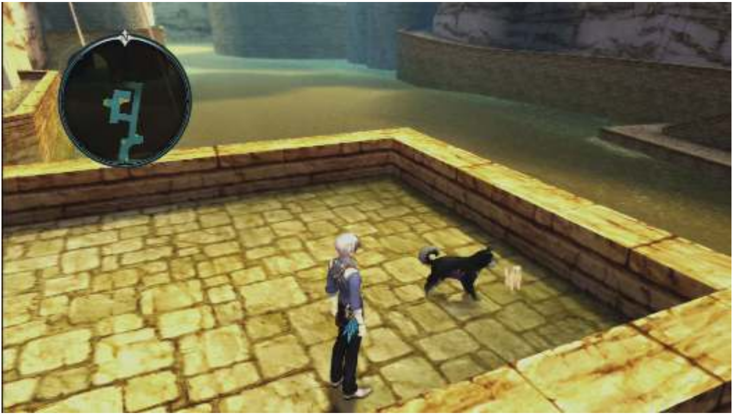
Xian Du



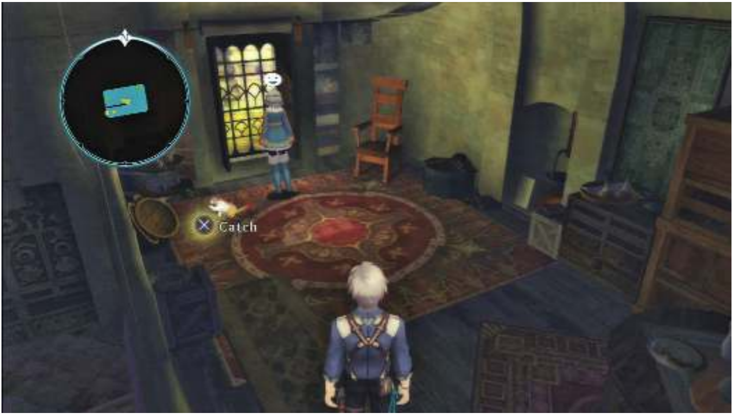
HIDDEN ITEMS

A	Barrel	Carrot ×1
B	Box	Claricite ×1
C	Box	Animal Glue ×1
D	Drawers	Prayer Pennants ×1
E	Drawers	Fur ×1
F	Nightstand	Peach Pie (Medium) ×1
G	Drawers	Gaius Dumpling ×1
H	Bag	Onion ×1
I	Box	Gold Dust ×1

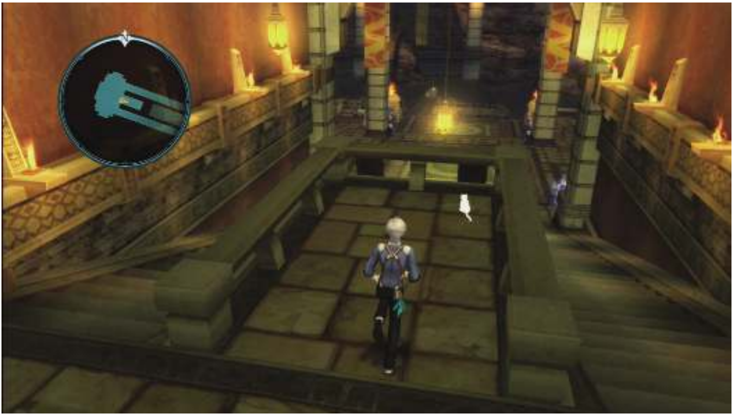

To the Coliseum
B
Fairy
Royal Hunting Grounds
A
Central Ward
A
B
C
D
E
F
G
S
Appears after Chapter 13
Xaput Floodmeadow
Harry
Lakutam Highroad
Kyo
Quest
Coliseum - Hall of Heroes
H
S
I
B
Appears after Chapter 14
Coliseum
Men Highlands
Dargi Subterranean Passage
A



Find the first feline in the northwest corner on your way to the Coliseum. Take a slight detour near the elevator and look for Flakey playing with a dark-colored dog that resembles an Akita.



In the opposite corner to the southeast, go up to the second floor and enter a residence. Look near the window to find Harry the cat.



The final cat is at the far end of the Coliseum - Hall of Heroes. Collect the few items in this area and make sure to find the feline before getting carried away with the rush of the Coliseum. The all white cat Kyo (and its Item Quest collar) is on a landing looking down on the bustle of the arena.

Debt Repayment Interval 8-9

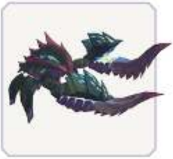
Field

Royal Hunting Grounds

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	31–41/47–70 (during and after Jude Episode 3)
Cats	Wasabi

Enemies

General Crab



Type ●	
HP	14637/20541
Weak	●
Strong	● ● ● ●

Sylvan Crab

Type ●	
HP	3688/5215
Weak	●
Strong	●

Prism Beak

Type ●	
HP	3688/5215
Weak	—
Strong	●

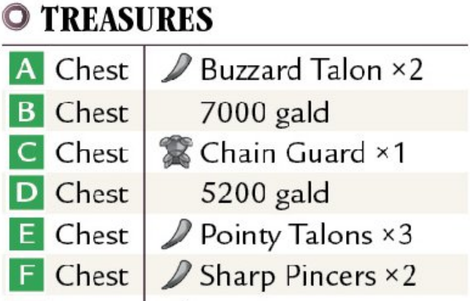
Harpy

Type ●	
HP	3480/4920
Weak	●
Strong	●

Filihelia

Type ●	
HP	3480/4920
Weak	●
Strong	●

Royal Hunting Grounds



TREASURES

A	Chest	Buzzard Talon ×2
B	Chest	7000 gald
C	Chest	Chain Guard ×1
D	Chest	5200 gald
E	Chest	Pointy Talons ×3
F	Chest	Sharp Pincers ×2

G Chest	Geode ×1

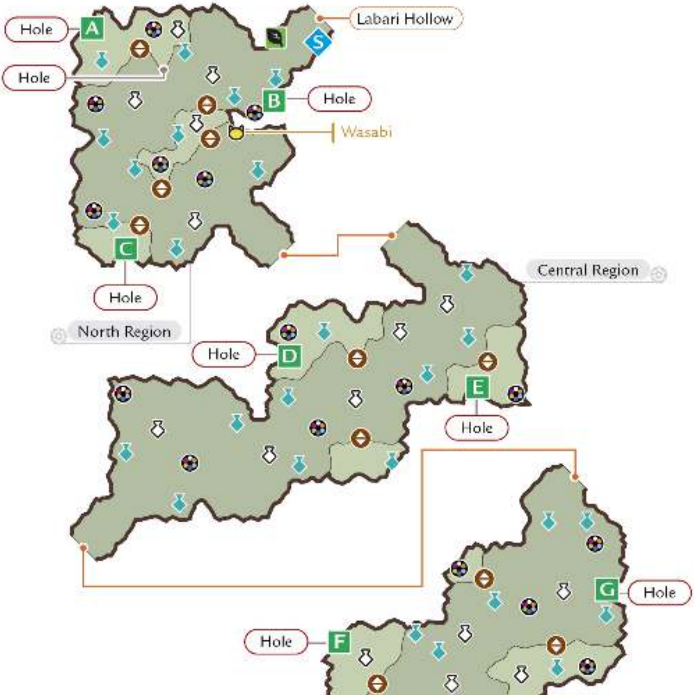
RANDOM ITESM

Loot Bag

300 gald	16%
100 gald	14%
600 gald	12%
1200 gald	10%
Beautiful Feathers ×1	8%
Silver Ore ×1	8%
Lose Stick ×1	8%
Mabo Curry (Small) ×1	8%
Catnip ×1	8%
Veggie Sticks (Small) ×1	8%

Gathering Point

Silver Ore ×1-3	16%
Crown Feather ×1-3	16%
Fine Down ×1-3	16%
Wood Chunk ×1~3	16%
Beautiful Feathers ×1-3	14%
Wildgrass Seeds ×1~3	14%
Pure White Puffball ×1~2	8%


Hole
A
Hole
Labari Hollow
S
B
Hole
Wasabi
C
Hole
North Region
Central Region
Hole
D
E
Hole
G
Hole
Hole
F

Southwest Region
Xian Du

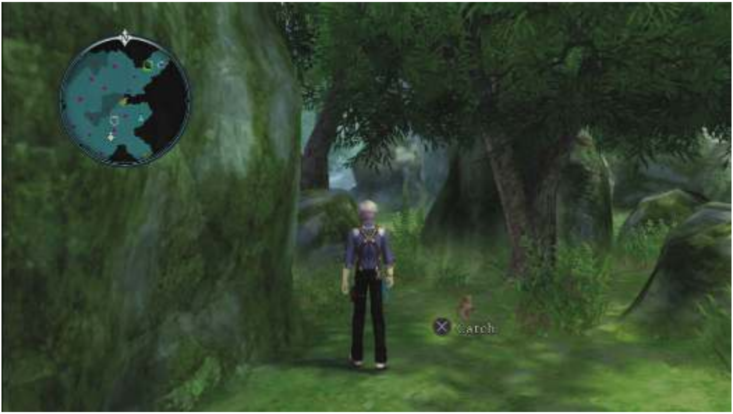
Prioritize Killing the Harpies

Call Friends
Zero Divide
546 DAMAGE!
4 POWER HITS!
2739 119
1637 133
1748 80
2180 141

The Harpy is the most dangerous of the foes who appear here. If you ignore one, it could use the Call Friends arte to summon companions that will prolong the battle. Worse still, it uses a breath attack that is unblockable. If you're fighting some other foe, the breath attack could interfere with your attacks and leave you open to counters. Blast Harpies with gunfire (their weakness) as soon as the battle begins.

Rising Falcon
POWER HIT!
POWER HIT!
2432 DAMAGE!
4 POWER HITS!
2683 35
2393 153
1739 77
1832 188

Prism Beaks have no weaknesses, making it difficult to damage them, and they use spinning attacks that hurt multiple party members at once. This could be a problem for party members like Elize or Rowen who are weak at physical defense, so heal frequently and don't rely on auto-items to keep them safe. If you're hit by the light-type arte of Filihelia, you'll be Confused. A Confused character is more dangerous than any foe, so immediately use a Panacea Bottle.



If you need some items, stop by the Peddler in the North Region and swing by to pick up Wasabi the cat hiding behind some large rocks.

Debt Repayment Interval 8-9

Dungeon

Labari Hollow

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	38–42/47–70 (during and after Jude Episode 3)/71–76 (during and after Rowen Episode 4)
Cats	Mao, Setsuna

Enemies

Erdas

Type	
HP	4356/5215/7504
Weak	
Strong	

Golem Shade

Type	
HP	4110/4920/7080
Weak	
Strong	

Mine Plant

Type ●	
HP	8220/9840/14160
Weak	●
Strong	● ● ● ● ●

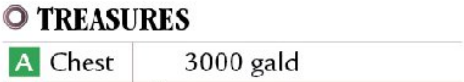
Golem

Type ●	
HP	8713/10430/15009
Weak	●
Strong	●

Shield Boar

Type ●	
HP	6165/7380/10620
Weak	●
Strong	●

Labari Hollow



TREASURES

A Chest	3000 gald

B	Chest	Geode ×3
C	Chest	Holy Symbol ×1
D	Chest	Mushroom Powder ×4
E	Chest	Wrecking Blade ×1
F	Chest	Striped Ribbon ×1
G	Chest	13000 gald
H	Chest	Hazardous Liquid ×2
I	Chest	Fine Boots ×1
J	Chest	Warrior Emblem ×1

RANDOM ITEMS

- Loot Bag

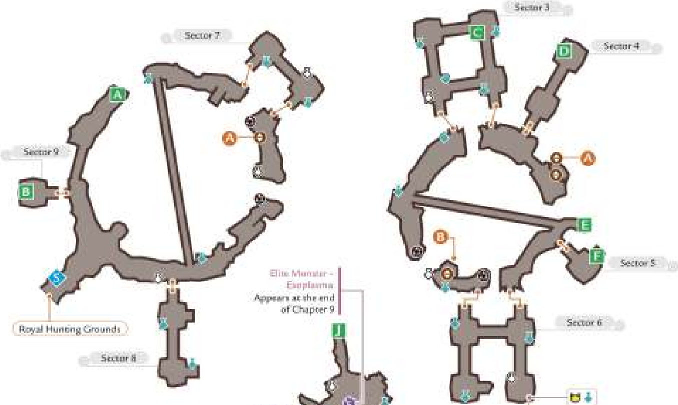
300 gald	18%
100 gald	14%
600 gald	12%
Ice Pop ×1	8%
Silver Ore ×1	8%
Pudding Cake (Small) ×1	8%
Fruit Salad (Small) ×1	8%
Meat Sauce Pasta (Small) ×1	8%
Life Bottle ×1	8%
1200 gald	8%

- Gathering Point outside

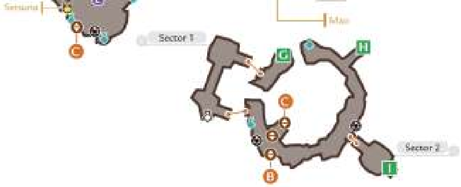
Copper Ore ×1~3	25%
Herb ×1~3	25%
Mushroom Powder ×1~3	20%
Silver Ore ×1~3	20%
Geode ×1~2	10%

- Gathering Point Sector 1 Sector 9)

Mushroom Powder ×1~3	20%
Silver Ore ×1~3	20%
Copper Ore ×1~3	16%
Herb ×1~3	16%
Geode ×1~2	10%
Mysterious Liquid ×1~2	10%
Hazardous Liquid ×1~2	8%


Sector 7
Sector 3
Sector 4
Sector 9
Sector 5
Sector 6
Sector 8
Royal Hunting Grounds
A
B
C
D
E
F
J
S

Elite Monster - Esoplasma
Appears at the end of Chapter 9

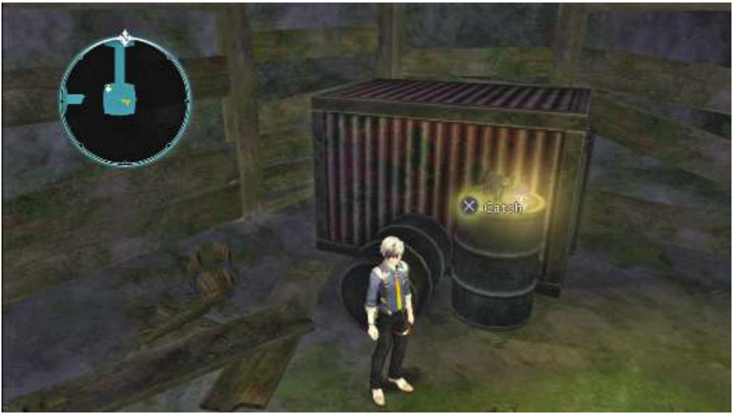

Sector 1
G
H
C
C
B
Sector 2
I

It’s Hammer Time

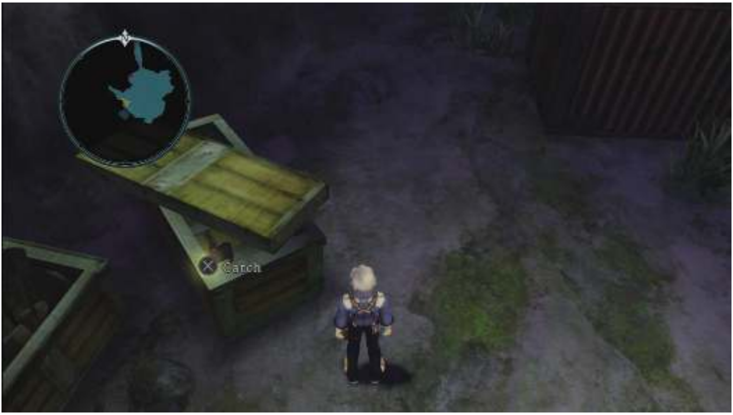
Crushing Blow
776 DAMAGE!
3 POWER HITS!
×160%
2719 94
2736 131
2438 159
1591 100

Save for the Mine Plant, all of the foes who appear in Labari Hollow share a weakness to strike damage. For that reason, you should fight primarily with your sledgehammer, shifting to your dual blades only when Mine Plants appear. Mine Plants have a variety of resistances, so when using artes, use pure slashing-damage-type artes like Swift Strike and Time Disintegration exclusively. Incidentally, you’ll do quite a bit of damage with standard dual blade attacks, so using jumping attacks to target the creature’s head (its weak point) is the quickest way to defeat it. Keep and eye out for Air Pressure, one of the two artes used by Mine Plants, that can petrify you—protect yourself with Magic Guard. When battling the Golems, whose weak point is in their backs, link with a comrade and set you and your partner to Act Together to attack the Golems’ backs easily. Golems block frequently, so it’s best to have Alvin be your partner so he can break their guard with Breaker.

This area is made of several narrow ring-like passages as you make your way to the bottom. There is not a lot of room to run, but you will want to fight anyway, as enemies in this area frequently drop Silver Ore and Geodes that are used in Custom Orders. That makes this a great place to gather materials while leveling up.



Mao and its Item Quest collar can be found in Sector 6, but it is easy to overlook the black cat on a barrel. Luckily there is a small lantern to shed some light in the dark corner it is hiding in.



At the very bottom of this Hollow, Setsuna is hiding in a crate that is very easy to overlook.

Debt Repayment Interval 8-9

Field

Mon Highlands

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	32–41
Cats	Holmes, Zexyz

Enemies

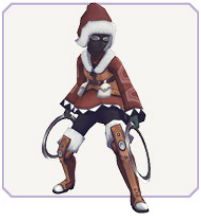
Snowmelt Merfish

Type ●	
HP	3784
Weak	●
Strong	● ● ●

Snow Dragon

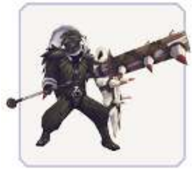
Type ●	
HP	14280
Weak	●
Strong	● ● ●

Mon Grunt



Type ●	
HP	3570
Weak	●
Strong	● ● ●

Armored Mountain Bandit

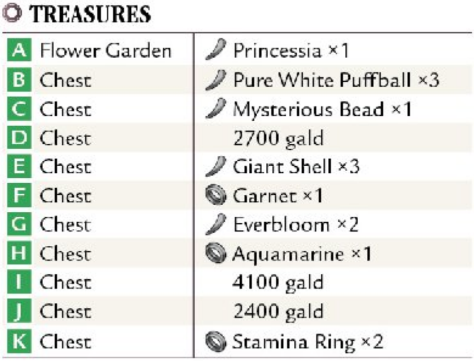


Type ●	
HP	3570
Weak	●
Strong	● ● ●

Snow Tortoise

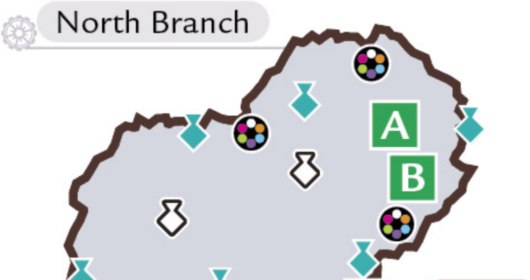
Type ●	
HP	3784
Weak	●
Strong	● ● ●

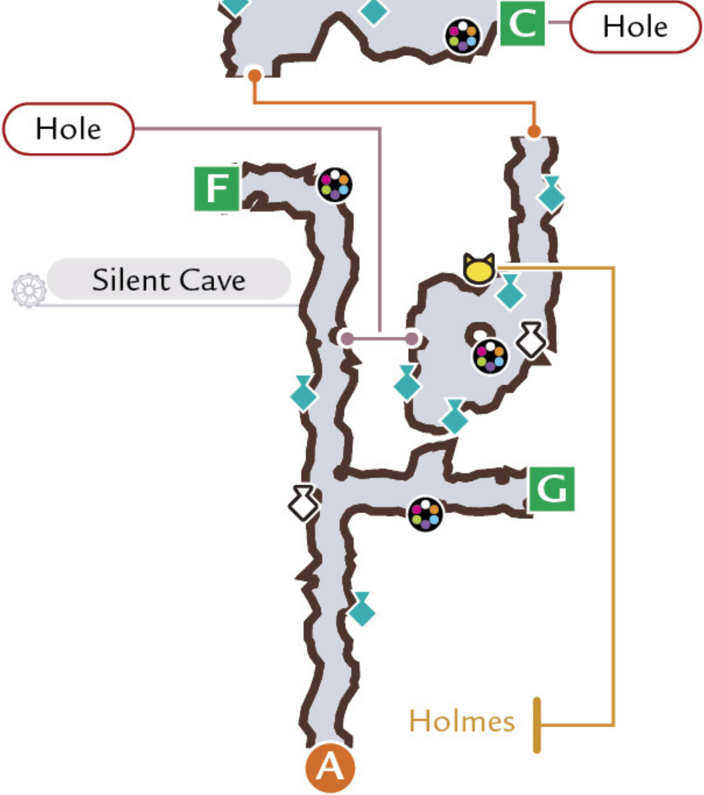
Mon Highlands

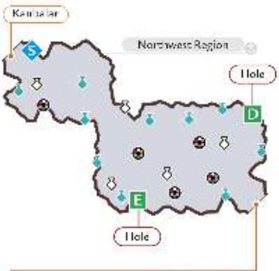


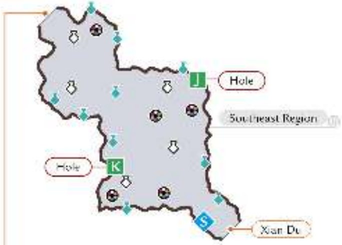
TREASURES

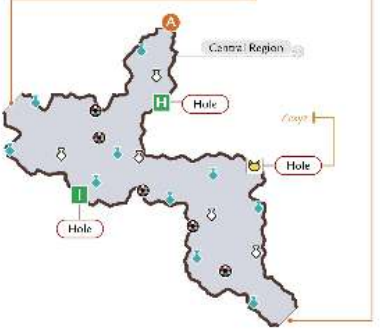
A	Flower Garden	Princessia ×1
B	Chest	Pure White Puffball ×3
C	Chest	Mysterious Bead ×1
D	Chest	2700 gald
E	Chest	Giant Shell ×3
F	Chest	Garnet ×1
G	Chest	Everbloom ×2
H	Chest	Aquamarine ×1
I	Chest	4100 gald
J	Chest	2400 gald
K	Chest	Stamina Ring ×2


North Branch
A
B


Hole
C
Hole
F
Silent Cave
G
Holmes
A


Kanbalar
S
Northwest Region
Hole
D
E
Hole

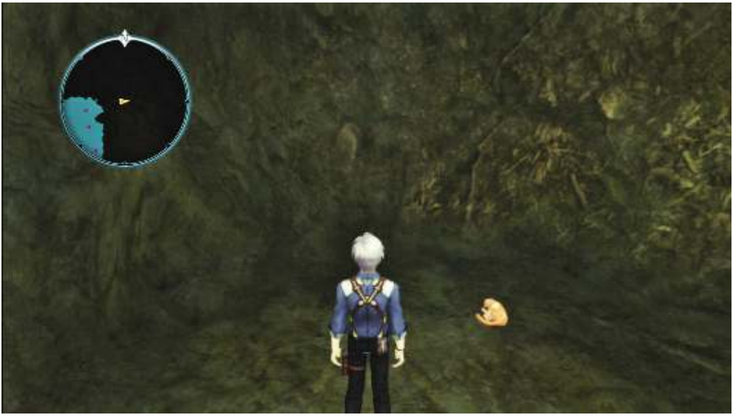

J
Hole
Southeast Region
Hole
K
S
Xian Du


A
Central Region
H
Hole
Hole
I
Hole

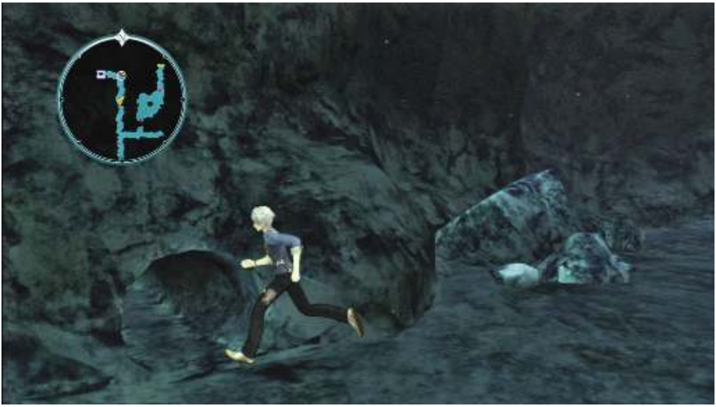
Strengthen Your Water Resistance

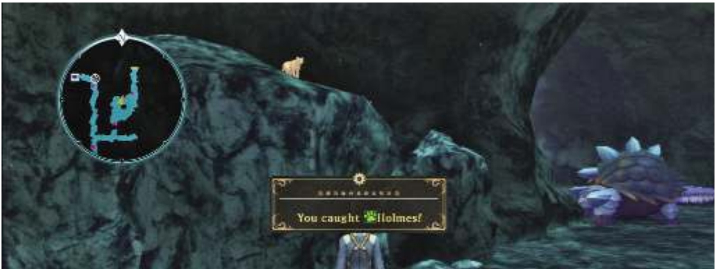
2791
110
6
2850
79
2487
61
1927
109

Many of the attacks you’ll face from Mon Highland enemies, such as the Snowmelt Merfish’s fin attack and the Snow Dragon’s breath, are water-type attacks. The Snow Dragon’s breath attack is especially powerful. When you see a Dragon raise its head, side-step to dodge. Use accessories like Aqua Capes and Aquamarine to boost your resistance to water-type attacks, reducing the amount of damage you take as you battle these foes. On offense, you can use fire-type weapons like Zeus Crusher (Fire) and artes like Crimson Fury to dish out big damage.



In the Central Region, look for a cave to the east where Zexyz is curled up trying to stay warm.




You caught 🐾Holmes!

The snow-covered land is beautiful to behold, but when you enter the Silent Cave to get in from the cold it is very narrow and dark. There is a small hole near the northern section that is easy to miss, but it is essential to crawl through that tunnel to venture deeper into the cave. High up on a ledge, Holmes and its Item Quest collar are waiting for you before you return outside to a private snowy retreat in the North Branch.

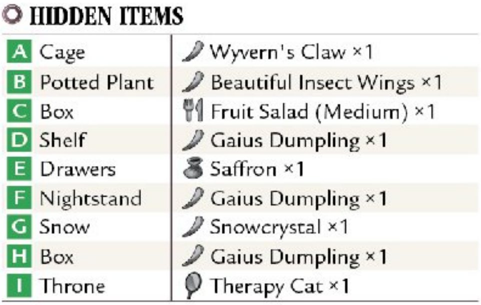
Debt Repayment Interval 8-9

Town

Kanbalar

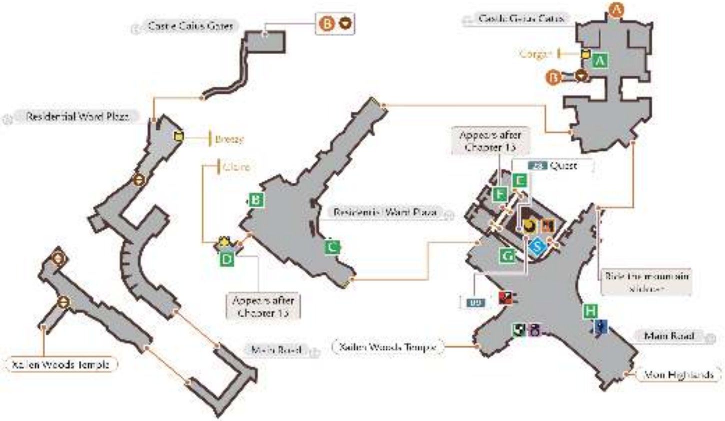
Required Teammates	—
Inn Price	300 gald
Elemental Ore	—
Enemies Level	—
Cats	Breezy, Corgan, Claire

Kanbalar

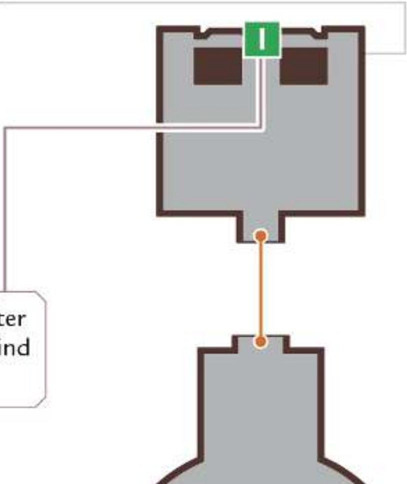


HIDDEN ITEMS

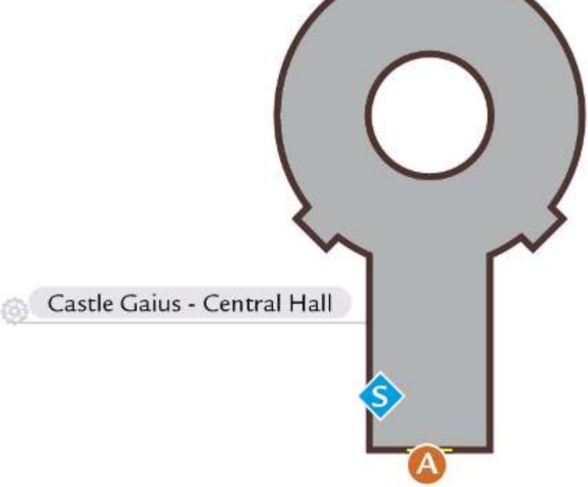
A	Cage	Wyvern's Claw ×1
B	Potted Plant	Beautiful Insect Wings ×1
C	Box	Fruit Salad (Medium) ×1
D	Shelf	Gaius Dumpling ×1
E	Drawers	Saffron ×1
F	Nightstand	Gaius Dumpling ×1
G	Snow	Snowcrystal ×1
H	Box	Gaius Dumpling ×1
I	Throne	Therapy Cat ×1


Castle Gaius Gates
B
Residential Ward Plaza
Breezy
Claire
B
D
Appears after Chapter 13
C
Residential Ward Plaza
Xailen Woods Temple
Main Road
Castle Gaius Gates
A
Corgan
A
B
Appears after Chapter 13
Quest
E
F
S
G
09
Ride the mountain slider
H
Main Road
Xailen Woods Temple
Mon Highlands

Castle Gaius - Audience Chamber

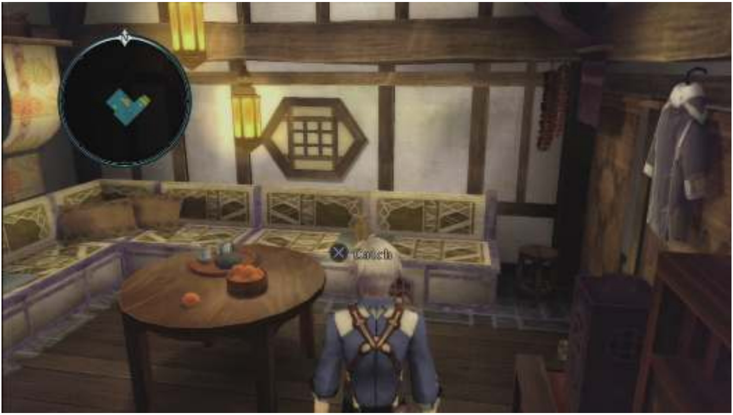


Examine the Throne after finding all 100 cats to find Therapy Cat

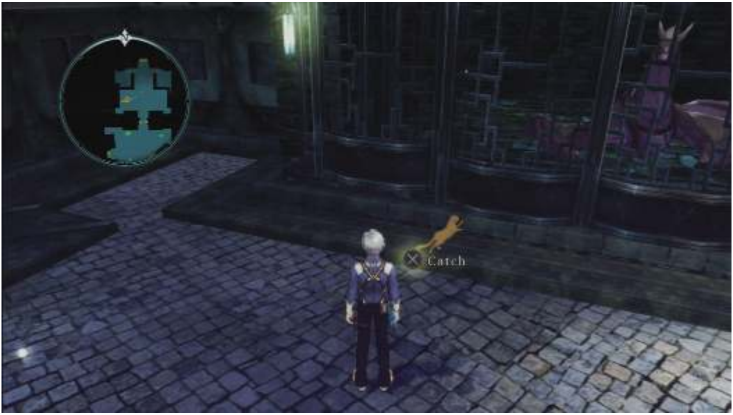

Castle Gaius - Central Hall
S
A

Unlock Custom Water-Type Weapons and Allium Orbs

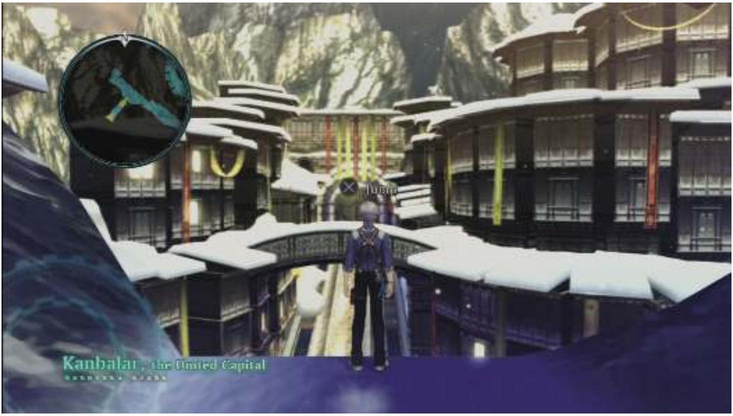
Once you visit the shops in Kanbalar, you'll be able to Custom Order the water-type Allium Orb, Glacier Plus, as well as water-type weapons like Prometheus (Water) and Deluge Fist. Many foes in the Kanbalar Region are resistant to water, but it's a weakness for most of the foes in the upcoming Nala Lava Tubes. Create some of these weapons and hold on to them when you get into the fiery region. Also note that you can get Gaius dumplings by making Kanbalar the target of your Kitty Dispatches. These are hard materials to get your hands on (until after Chapter 13), so you'll want to send your cats here often.



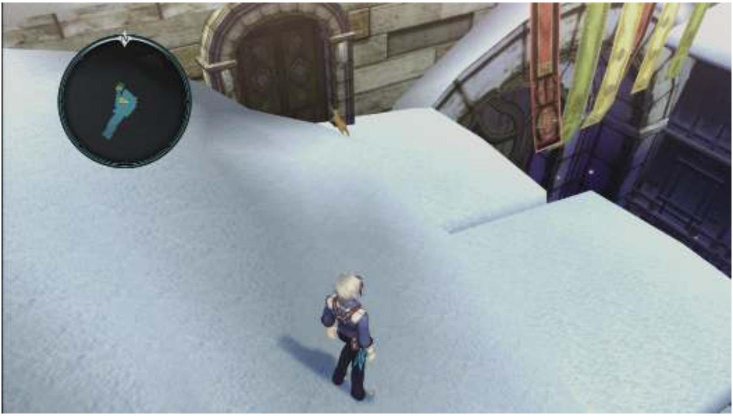
Locate Claire inside a house in the southwest corner of Residential Ward Plaza.



Corgan is at the Castle Gaius Gates trying to make friends with a caged Snow Dragon.


Jump
Kanbalar, the United Capital

The final cat can be only be found if you go to the upper level of Residential Ward Plaza by using the Xailen Woods Temple exit. Work your way across the rooftops of the plaza, but before you enter the upper tier of the Castle Gaius Gates, check behind a snowy bank to find Breezy and its Item Quest collar.



Note

A portion of Kanbalar's Residential Ward Plaza area is atop the buildings, and you won't be able to reach that section unless you enter via the Xailen Woods Temple.

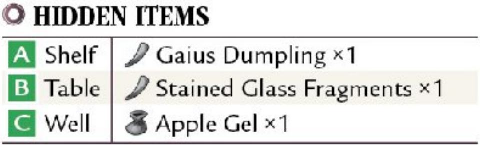
Debt Repayment Interval 8-9

Town

Xailen Woods Temple

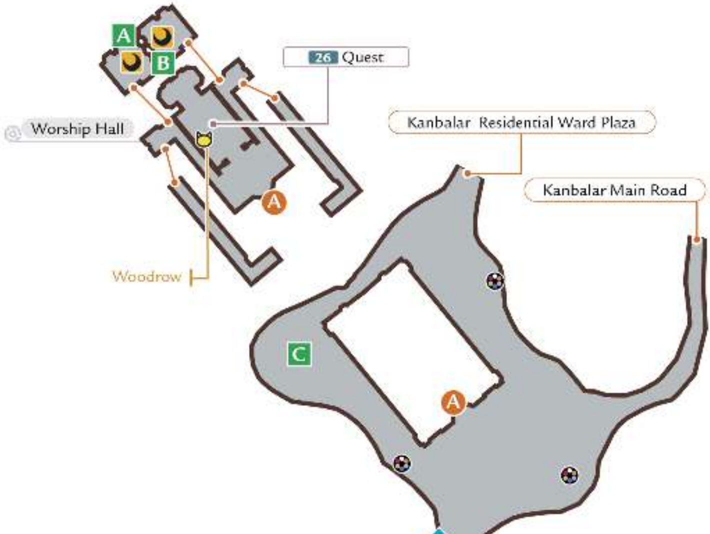
Required Teammates	—
Inn Price	Free
Elemental Ore	9–30
Enemies Level	—
Cats	Woodrow

Xailen Woods Temple



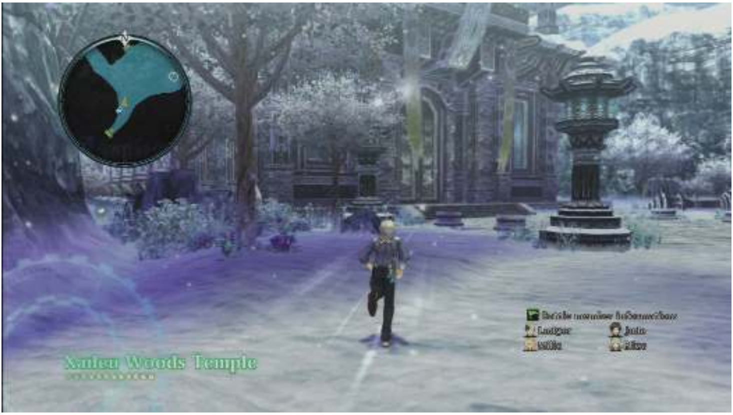
HIDDEN ITEMS

A	Shelf	Gaius Dumpling ×1
B	Table	Stained Glass Fragments ×1
C	Well	Apple Gel ×1

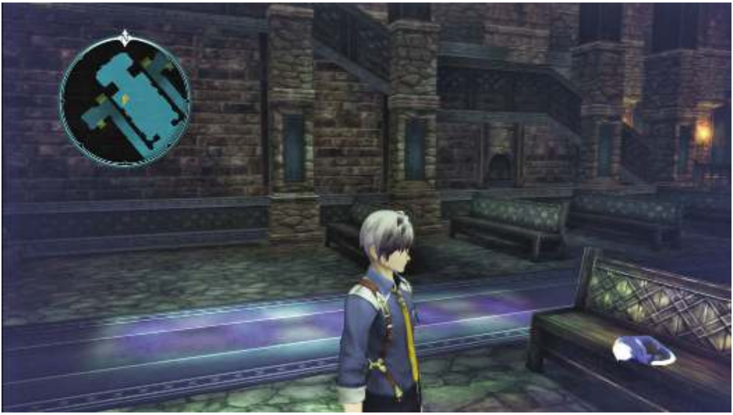

A
B
26 Quest
Worship Hall
Kanbalar Residential Ward Plaza
Kanbalar Main Road
A
Woodrow
C
A

S
Xailen Woods

Temple Time


Xailen Woods Temple
Ludger
Jude
Milla
Elize

The temple acts as a free inn and has several items to collect. The other important aspect of this area is that it allows access to the upper level of Kanbalar's Residential Ward Plaza.



Woodrow is napping on one of the pews inside the Worship Hall. This cat has one of the most interesting meows in the game.

Debt Repayment Interval 8-9

Field

Xailen Woods

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	32–41/34–70 (during and after Milla Episode 2)/64–68 (after Snow Cougar appears)
Cats	Princess Purry

Enemies

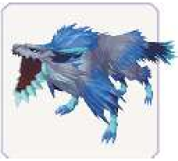
Ice Golem

Type	●
HP	7568/7950/13674
Weak	●
Strong	● ●

Tundra Plant

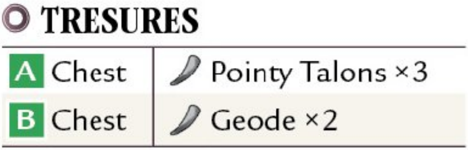
Type ●	
HP	7140/7500/12900
Weak	● ●
Strong	●

Snow Wolf



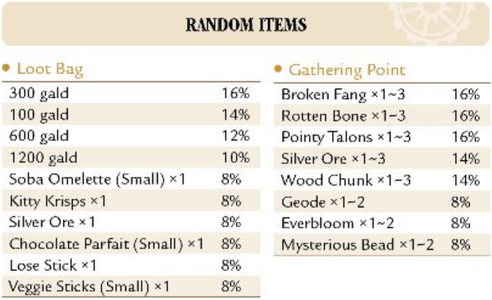
Type ●	
HP	3320/3487/5998
Weak	● ●
Strong	●

Xailen Woods



TRESURES

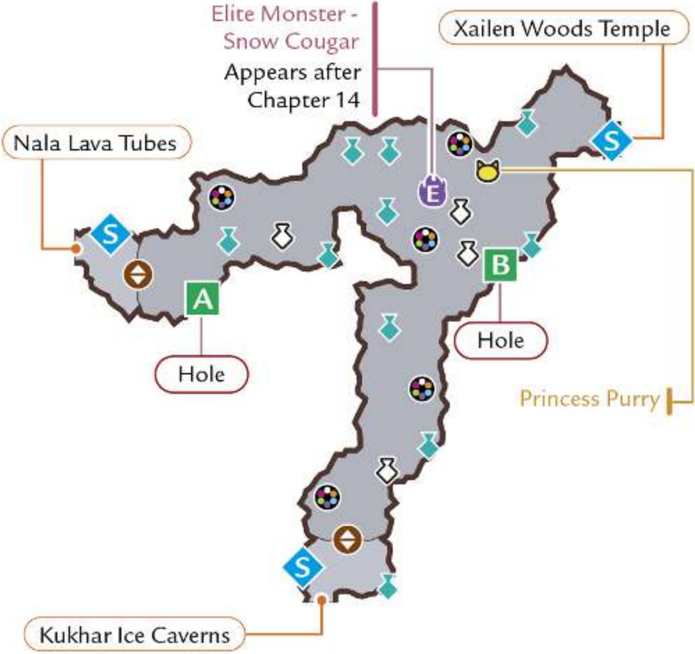
A Chest	Pointy Talons ×3
B Chest	Geode ×2



RANDOM ITEMS

Loot Bag	
300 gald	16%
100 gald	14%
600 gald	12%
1200 gald	10%
Soba Omelette (Small) ×1	8%
Kitty Krisps ×1	8%
Silver Ore ×1	8%
Chocolate Parfait (Small) ×1	8%
Lose Stick ×1	8%
Veggie Sticks (Small) ×1	8%

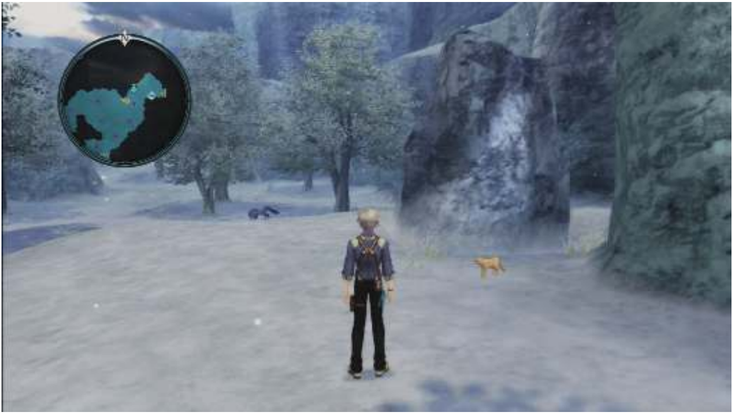
Gathering Point	
Broken Fang ×1~3	16%
Rotten Bone ×1~3	16%
Pointy Talons ×1~3	16%
Silver Ore ×1~3	14%
Wood Chunk ×1~3	14%
Geode ×1~2	8%
Everbloom ×1~2	8%
Mysterious Bead ×1~2	8%


Elite Monster - Snow Cougar
Appears after Chapter 14
Xailen Woods Temple
Nala Lava Tubes
S
E
A
B
Hole
Hole
Princess Purry
S
S
Kukhar Ice Caverns

Use a Fiery Offense

All of the foes who appear here are weak to fire-type damage, so using fire-type weapons like Ludger's Zeus Crusher (Fire)

will make these battles a breeze. If you don't have any fire-type weaponry, you can use artes like Crimson Fury and Hammer Toss. The Flame Ring arte used by Milla and Muzét can also deal heavy damage to large groups of foes at once.



Princess Purry is hanging out in the center of the chilly environment and should be thankful to be returned to Miss Catt.

Debt Repayment Interval 8-9

Dungeon

Nala Lava Tubes

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	32–41/31–70 (during and after Milla Episode 2)/64–68 (after Snow Cougar appears)
Cats	Scratchy

Enemies

Gentlefreet

Type ●	
HP	10710/10440/19350
Weak	●
Strong	●

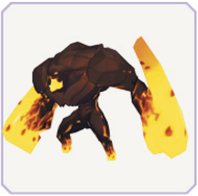
Fire Djinn

Type ●	
HP	3570/3480/6450
Weak	● ●
Strong	●

Fire Hawk

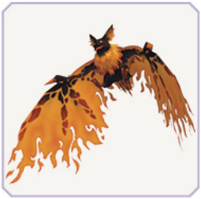
Type ●	
HP	3230/3236/5998
Weak	● ●
Strong	●

Fire Golem



Type ●	
HP	7568/7377/13674
Weak	● ●
Strong	●

Fire Bat

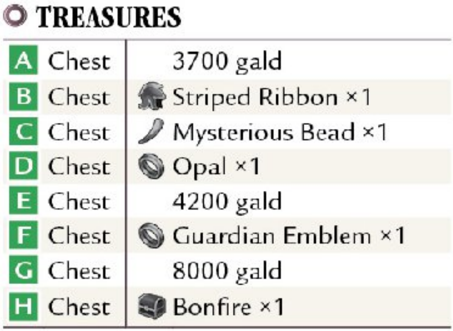


Type ●	
HP	3320/3236/5998
Weak	● ●
Strong	●

Magma Scorpion

Type ●	
HP	3784/3688/6837
Weak	● ●
Strong	●

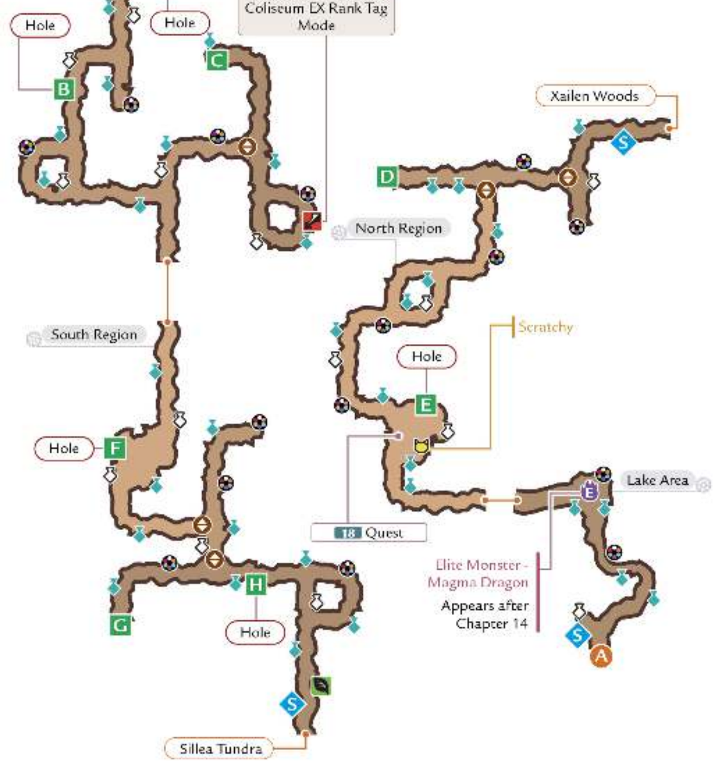
Nala Lava Tubes



TREASURES

A	Chest	3700 gald
B	Chest	Striped Ribbon ×1
C	Chest	Mysterious Bead ×1
D	Chest	Opal ×1
E	Chest	4200 gald
F	Chest	Guardian Emblem ×1
G	Chest	8000 gald
H	Chest	Bonfire ×1

A
Central Region
A
Appears after clearing


Hole
Hole
Coliseum EX Rank Tag Mode
B
C
Xailen Woods
S
D
North Region
Scratchy
South Region
Hole
E
Hole
F
Lake Area
E
18 Quest
Elite Monster - Magma Dragon
Appears after Chapter 14
G
H
Hole
S
A
S
Sillea Tundra

Water Is the Way to Go

Yikes! Spicy!

204 DAMAGE
3 HITS!
82
72
RESIST!
RESIST!
1326 193
5
1943 155
1868 206
1927 212

Craft a Prometheus (Water) weapon if you can and it will help out a lot in the area. The Nala Lava Tubes differ from the surrounding areas in that most of its foes are weak to water, so fighting with the Prometheus (Water) dual blades will make things a lot easier. However the Gentlefreet has no weakness to water, so you'll want to change to the sledgehammer to battle them. Your foes will make heavy use of artes like Somebody Stop Me! and Yikes! Spicy!, so it's a good idea to equip fire-resistance-boosting accessories to mitigate the damage.

The paths in this volcanic area are narrow, and it can be tough to avoid enemies, so expect to a lot of combat in this region. Also, when fighting the numerous Fire Golems you'll run into, avoid a frontal assault and circle around to their back where they are weak!

POWER HIT!
POWER HIT!
POWER HIT!
2901 191
2505 90
2003 247
2923 241

Scratchy is sweating it out in the North Region hiding behind several large boulders.

Note

The burn ailment will sap your HP. Heal religiously!

Debt Repayment Interval 8-9

Field

Sillea Tundra

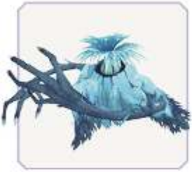
Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	34-41
Cats	Stumbles

Enemies

Ice Harpy

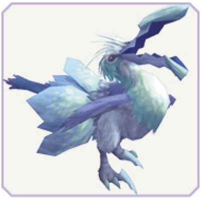
Type ●	
HP	3750
Weak	●
Strong	●

Snow Treant



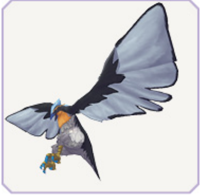
Type ●	
HP	7500
Weak	● ●
Strong	●

Frost Beak



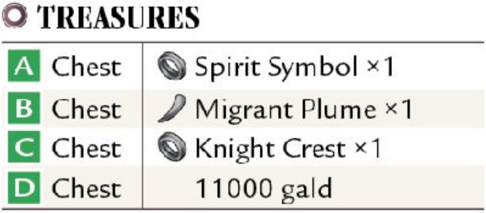
Type ●	
HP	3975
Weak	● ●
Strong	● ●

Penguinist



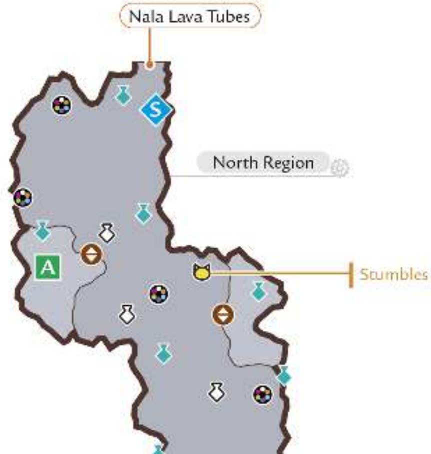
Type ●	
HP	3487
Weak	● ●
Strong	● ●

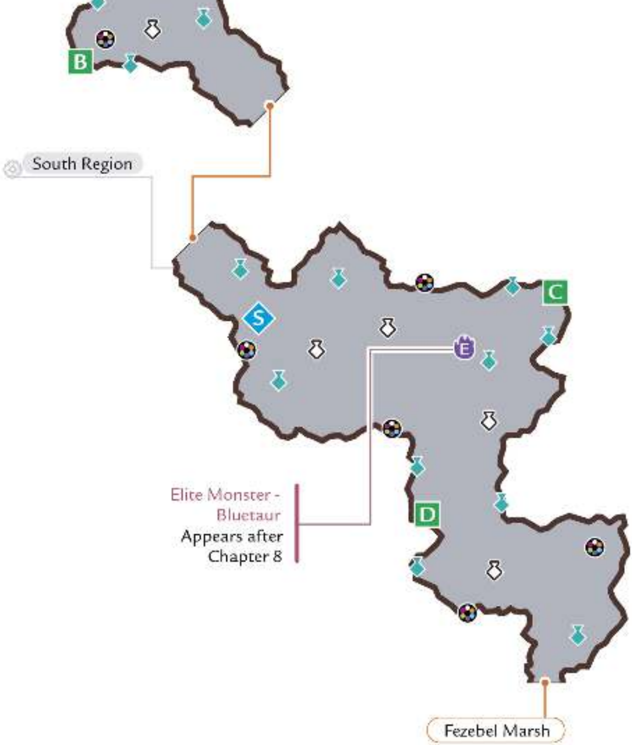
Sillea Tundra



TREASURES

A	Chest	Spirit Symbol ×1
B	Chest	Migrant Plume ×1
C	Chest	Knight Crest ×1
D	Chest	11000 gald

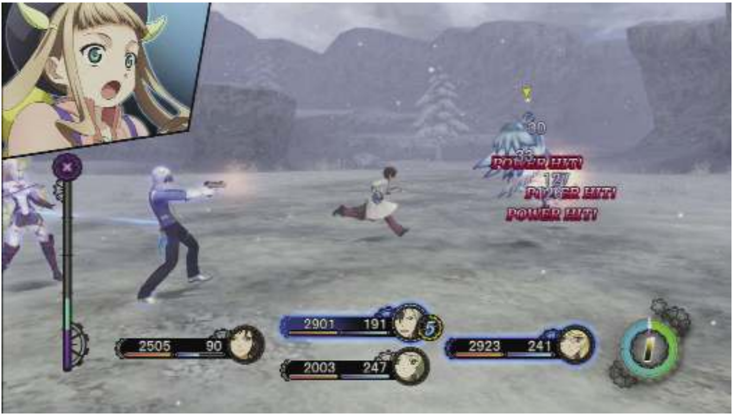

Nala Lava Tubes
S
North Region
A
Stumbles


B
South Region
S
C
E
D
Fezebel Marsh

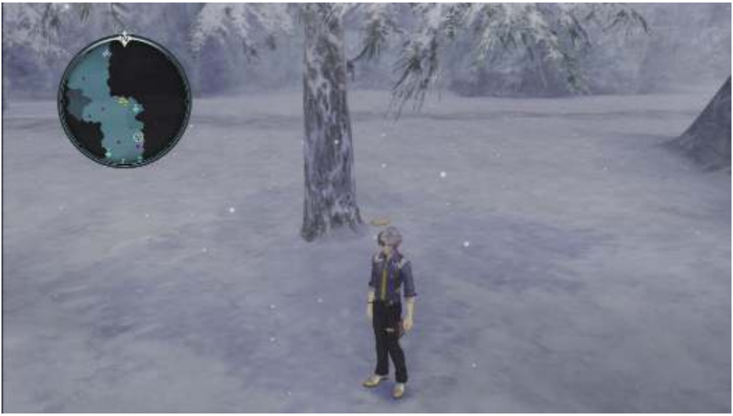
Elite Monster - Bluetaur
Appears after Chapter 8

Tame the Tundra with Fire

Your foes in the Sillea Tundra all possess resistance to water, so any water attacks will likely provoke counterattacks. Make sure you aren't using weapons like Jude's Deluge Fist and have characters refrain from using water-type artes like Splash. Attack your foes with fire-type weapons, and link with Leia so you can use the effective fire-type Linked Arte Phoenix Javelin.


30
POWER HIT!
POWER HIT!
POWER HIT!
2505 90
2901 191
5
2003 247
2923 241

The Ice Harpy has no weakness to fire, and can summon comrades with the Call Friends arte. Also, it can attack you with artes even from afar! If it appears, switch to your dual pistols so you can hit it with gun-type damage, and make killing it your top priority.



In the North Region, Stumbles is snoozing on the icy ground under a tree.

Debt Repayment Interval 8-9

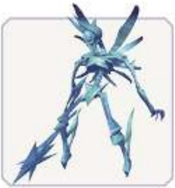
Dungeon

Kukhar Ice Caverns

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	33-41/51–55 (after Chapter 11)/58–70 (during or after Jude Episode 4)
Cats ●	Emil

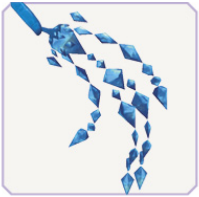
Enemies

Frost Skeletons



Type ●	
HP	3403/4910/5496
Weak	● ● ●
Strong	● ●

Gentlemundine



Type ●	
HP	10980/15840/17730
Weak	● ●
Strong	● ●

Snow Bat

Type ●	
HP	3403/4910/5496
Weak	● ● ●
Strong	● ●

Ice Mandragora

Type ●	
HP	3660/5280/5910
Weak	● ●
Strong	● ●

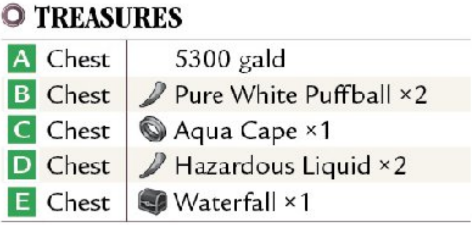
Snow Tortoise

Type ●	
HP	3879/5596/6264
Weak	●
Strong	● ● ●

Rime Cat

Type ●	
HP	3403/4910/5496
Weak	● ● ●
Strong	● ●

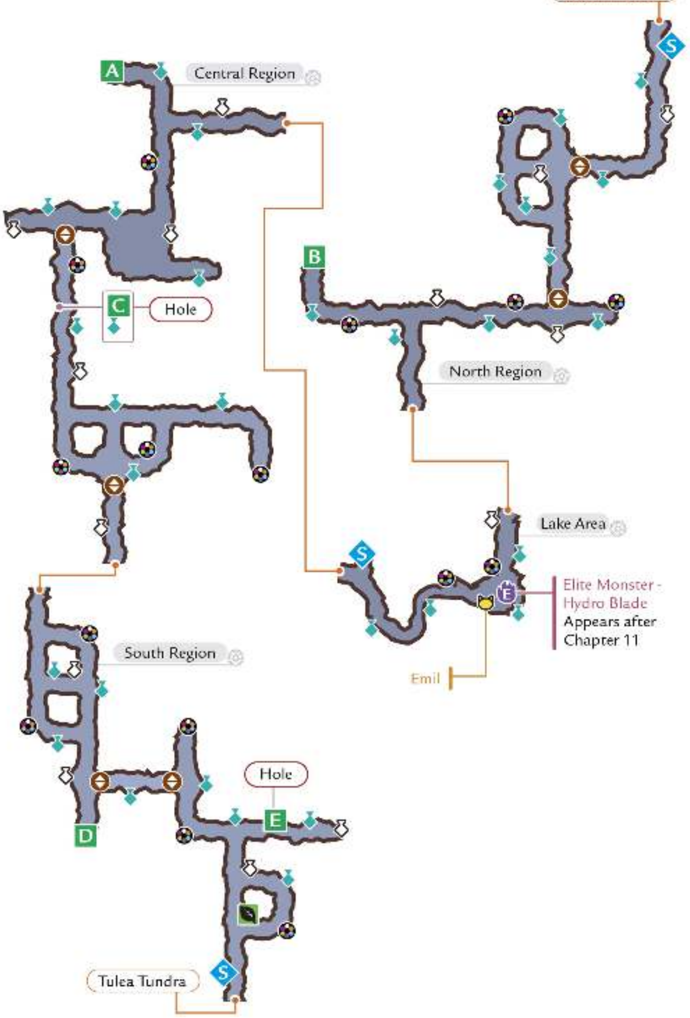
Kukhar Ice Caverns



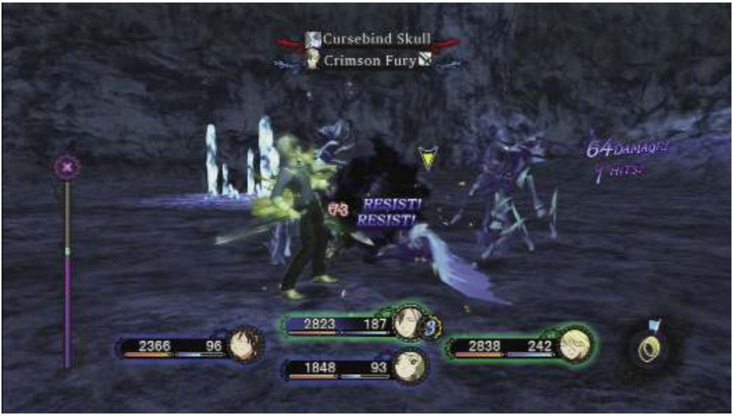
TREASURES

A	Chest	5300 gald
B	Chest	Pure White Puffball ×2
C	Chest	Aqua Cape ×1
D	Chest	Hazardous Liquid ×2
E	Chest	Waterfall ×1

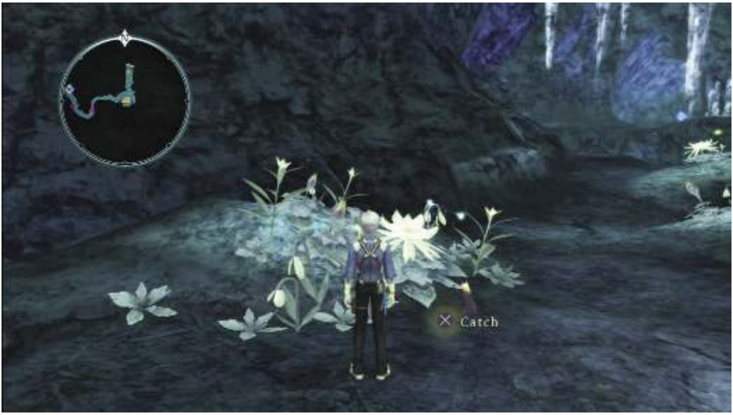
Xailen Woods


A
Central Region
B
C
Hole
North Region
S
Lake Area
Elite Monster - Hydro Blade
Appears after Chapter 11
E
Emil
South Region
Hole
E
D
S
Tulea Tundra

Beware the Frost Skeletons


Cursebind Skull
Crimson Fury
RESIST!
RESIST!
64 DAMAGE!
1 HITS!
2823
187
2366
96
2838
242
1848
93

As with its neighboring regions, fire-type weapons are effective in the Kukhar Ice Caverns. If you are careless, you could end up being stuck with the Skillseal ailment if you get hit by the Frost Skeleton's lunge attack or Cursebind Skull. Skillseal would mean that not only could you no longer use Magic Guard, but skills like Strength and Water Guard would become inactive, seriously hampering your combat ability. To protect yourself, buy lots of Panacea Bottles and set them to be used as Auto-Items. Equipping water-resistance boosters like the Aquamarine accessory can also help. Most of the other foes shouldn't be a problem, but when battling Gentlemundine, use artes like Crimson Fury to strike the weak point in its head.



Emil is near a ledge in the Lake Area playfully swatting at butterflies.

Debt Repayment Interval 8-9

Field

Tulea Tundra

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	34–41
Cats ●	Dasher

Enemies

Ice Harpy

Type ●	
HP	3750
Weak	●
Strong	●

Snow Treant

Type ●	
HP	7500
Weak	● ●
Strong	●

Frost Beak

Type ●	
HP	3975
Weak	● ●
Strong	● ●

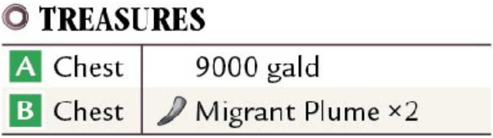
Penguinist

Type ●	
HP	3487
Weak	● ●
Strong	● ●

Crystal Beak

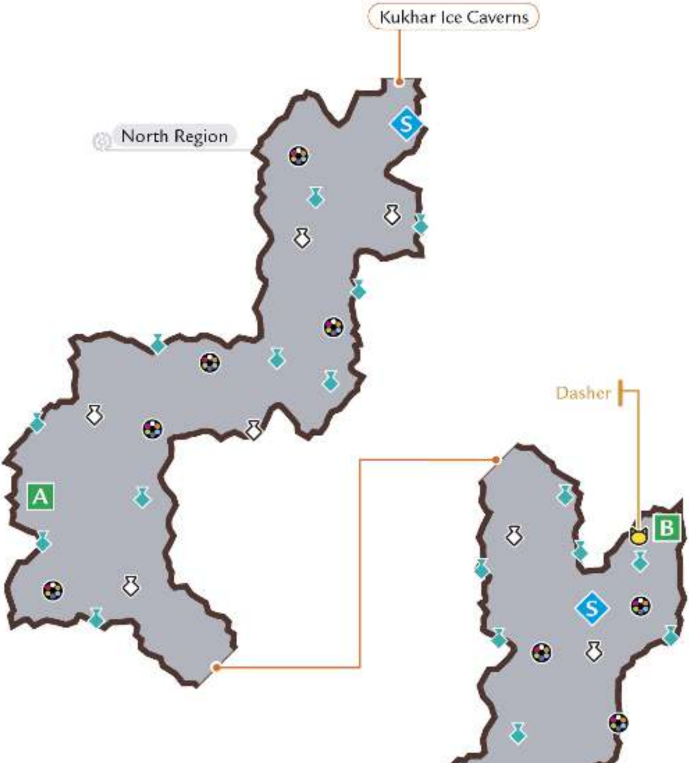
Type	●
HP	11904
Weak	● ●
Strong	● ● ● ● ● ● ●

Tulea Tundra



TREASURES

A	Chest	9000 gald
B	Chest	Migrant Plume ×2


Kukhar Ice Caverns
North Region
S
A
Dasher
B
S

South Region
Fezebel Marsh

Use Fire or Wind to Blow ’em Away

Luminous Revolver
6274 DAMAGE!!
16 POWER HITS!
2447 143
2534 46
1522 217
2879 193

In the Tulea Tundra, you’ll face basically the same foes you fought in the Sillea Tundra, so fire-type attacks remain effective. One enemy you’ll only face in the Tulea Tundra is the Crystal Beak, which is weak to fire and wind attacks and is immune to all other damage types. If you don’t have fire weapons on hand, you’ll want to make sure you’ve set shortcuts for artes like Hammer Toss and Azure Edge to defeat the Crystal Beaks. Also, use quick-steps to dodge the Crystal Beak’s Hip Press attack. If the Penguinist gives you any trouble, simply block their breath assault and counterattack.

Check for Dasher in the South Region sitting patiently near a snow-covered boulder.

Debt Repayment Interval 8-9

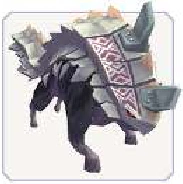
Dungeon

Fezebel Marsh

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	34–41
Cats	Noel (after Chapter 10)

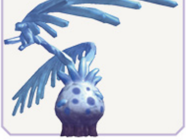
Enemies

Armored Boar



Type	
HP	5625
Weak	—
Strong	● ● ●

Filindine



Type 🟣	
HP	3750
Weak	🔴
Absorbs	🔵

Filifreet

Type 🟣	
HP	3750
Weak	🔵
Absorbs	🔴

Filisylph

Type 🟣	
HP	3750
Weak	🟡
Absorbs	🟢

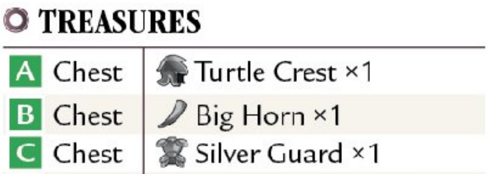
Filignome

Type ●	
HP	3750
Weak	●
Absorbs	●

Unicorn

Type ●	
HP	3487
Weak	—
Strong	● ●

Fezebel Marsh



TREASURES

A Chest	Turtle Crest ×1
B Chest	Big Horn ×1
C Chest	Silver Guard ×1

D	Rock	Golden Frog Egg ×1
E	Box	Elixir ×1
F	Barrel	Pineapple Gel ×1
G	Box	Lemon Gel ×1

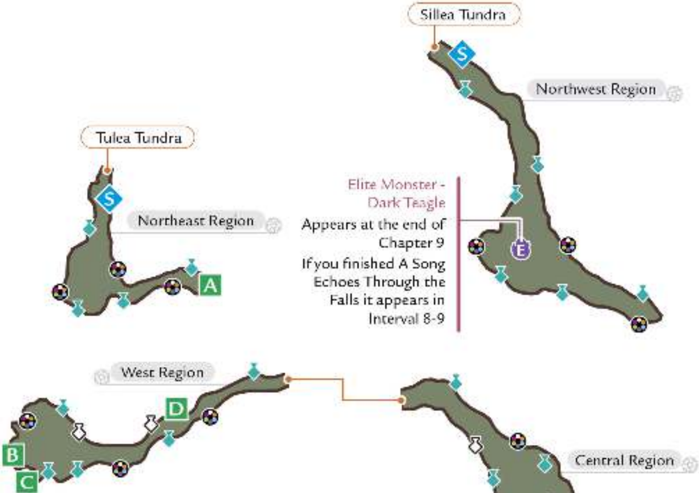
RANDOM ITEMS

- Loot Bag

300 gald	18%
100 gald	14%
600 gald	10%
1200 gald	10%
Ice Pop ×1	8%
Win Stick ×1	8%
Chocolate Parfait (Small) ×1	8%
Pudding Cake (Small) ×1	8%
Weird Fragment ×1	8%
Meat Sauce Pasta (Small) ×1	8%

- Gathering Point

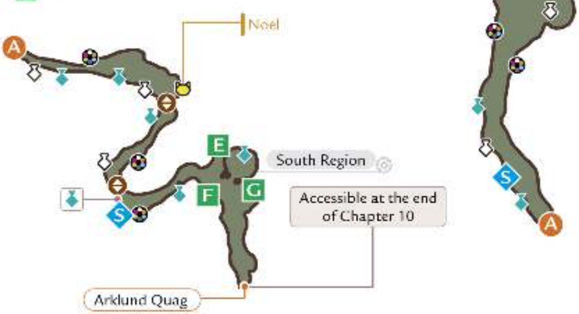
Mushroom Powder ×1-3	24%
Rotten Bone ×1-3	24%
Supple Ivy ×1-3	24%
Hazardous Liquid ×1-2	10%
Mysterious Liquid ×1-2	10%
Monster Fluid ×1-2	8%


Sillea Tundra
S
Northwest Region
Tulea Tundra
S
Northeast Region
A
E
West Region
D
B
C
Central Region

Elite Monster - Dark Teagle

Appears at the end of Chapter 9

If you finished A Song Echoes Through the Falls it appears in Interval 8-9


Noel
A
E
South Region
F
G
Accessible at the end of Chapter 10
S
Arklund Quag
S
A

Northern Region Only

Crossfire
2956
193
6
2670
73
2635
80
2332
244

Enemies with a variety of damage-type resistances appear in the Fezebel Marsh. Between them, they're capable of absorbing four different damage types, so you'll want to avoid using wide-area spells of the fire, water, wind, and earth types. Your foes will also attack you with a wide mix of elemental damage types, so it's difficult to prepare a defense that would be effective against all of them. Your best bet is to link with Rowen to protect yourself with his Auto Magic Guard ability. Also, the Armored Boar will actively pursue you with its rolling attack, so you'll want to guard against it.

You can't enter Arklund Quag during Interval 8-9, so you'll only be able to explore the Northeast and Northwest Regions of this area. There is a treasure chest in the Northeast Region, and since there are random items in both areas, it's worth checking them out.

Note

You'll be able to explore the South Region after completing Chapter 10.

Walkthrough

CHAPTER 9: Gaius Trial 1

Town

Trigleph (3)

Required Teammates	Ludger Milla Leia
Inn Price	300 gald
Elemental ore	—
Cats	—

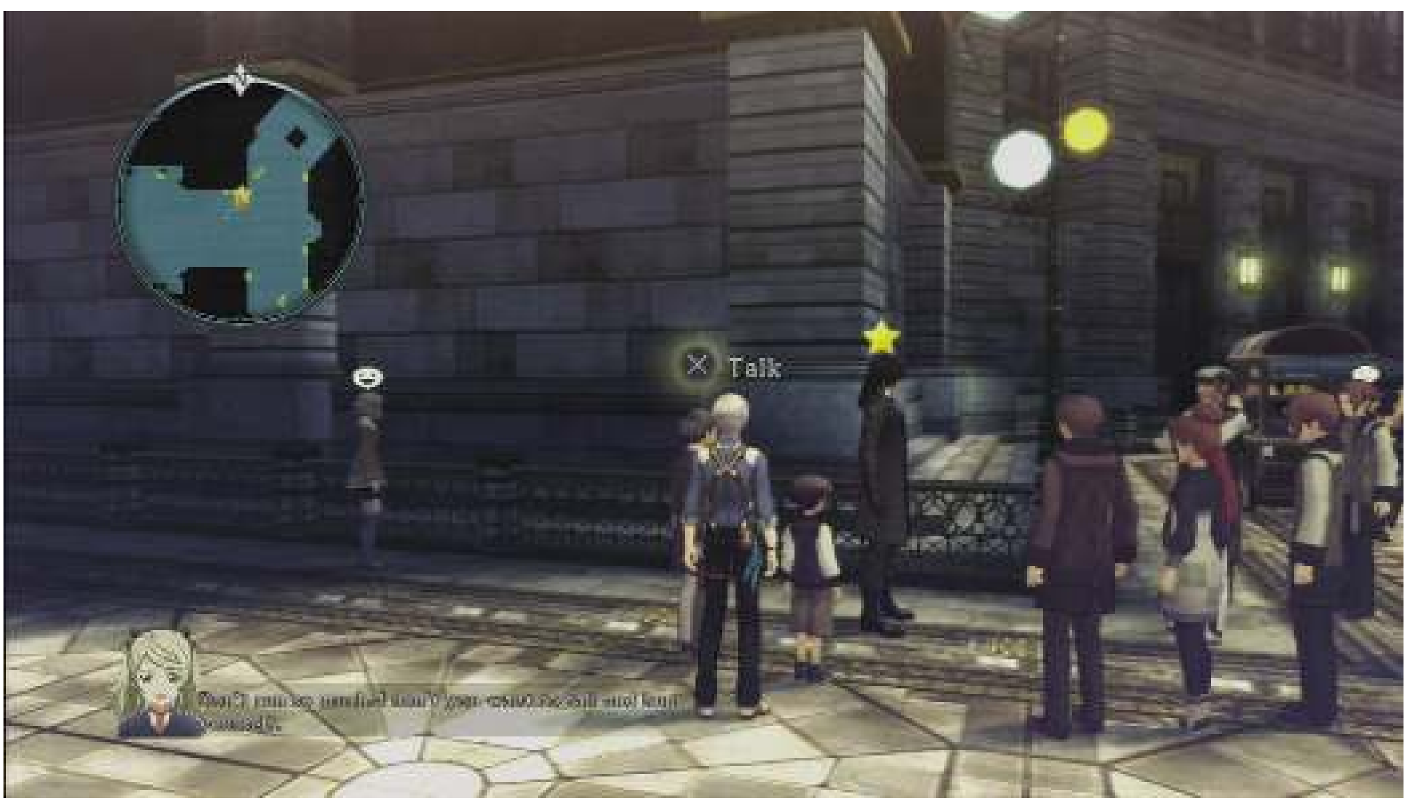
Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Call from Nova (7)	Anywhere	—	—	Ludger Elle

Note

After Interval 7-8, this will be Chapter 8 if you sought out Gaius first. However, if you pursued Julius initially, this stays as Chapter 9.

See What Gaius Wants



1 Word on the street is that Gaius is looking for you. Meet him at Trigleph—Technology Drive. Gaius wants to know if Ludger is really up to the task he has been given and requests to be taken into a Fractured Dimension to watch him in action.

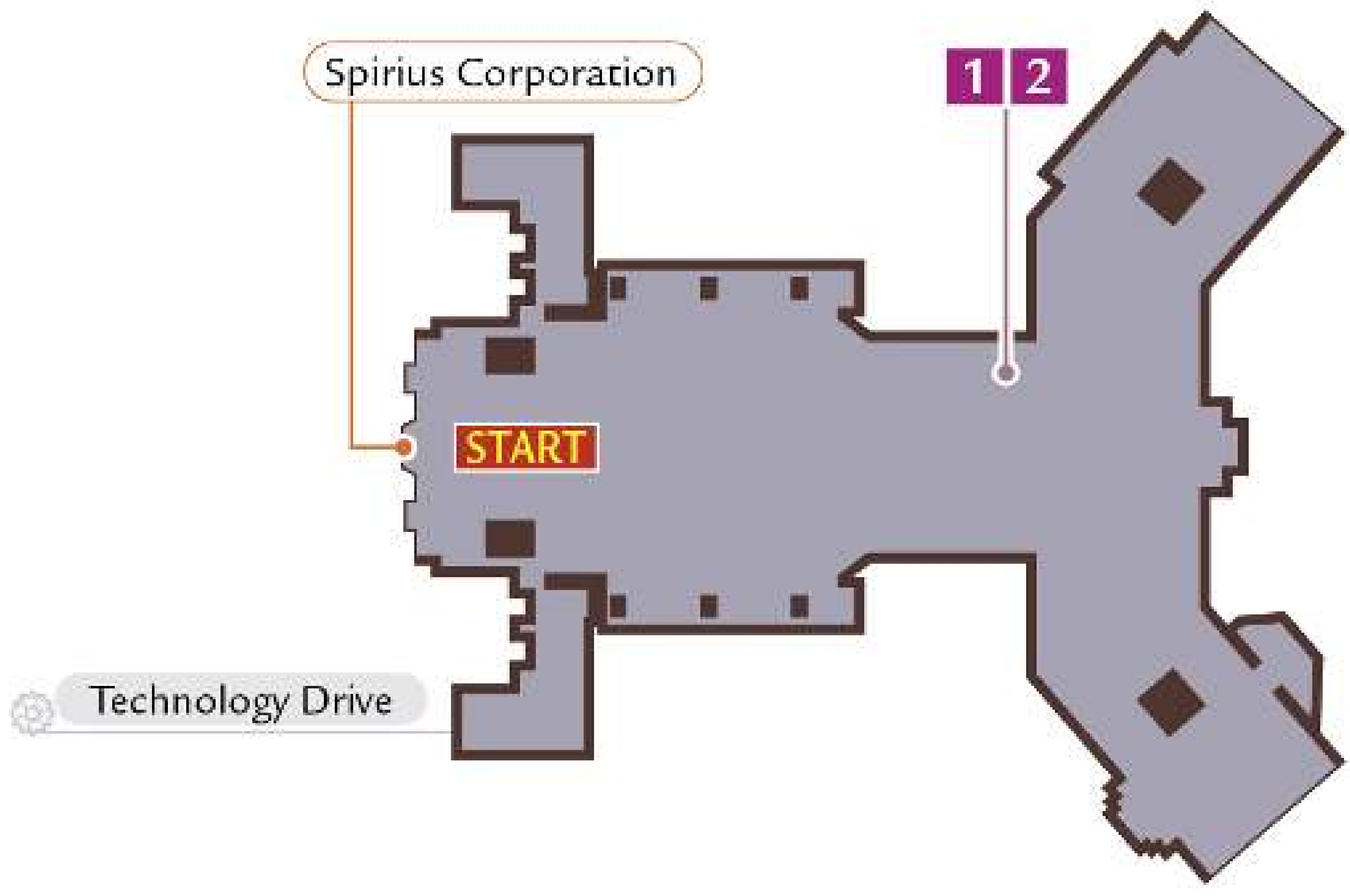
Elympions are no different from us Reize Maxians.

L1: **Well, don't tell me you buy drinks with taxpayers' money?** (Leia affinity +300, Gaius affinity +400)	R1: **You said you wanted to speak with me?**

Are you truly worthy to bear the fate of the world on your shoulders?

L1: **None of your business.**	R1: **And if I'm not worthy?**

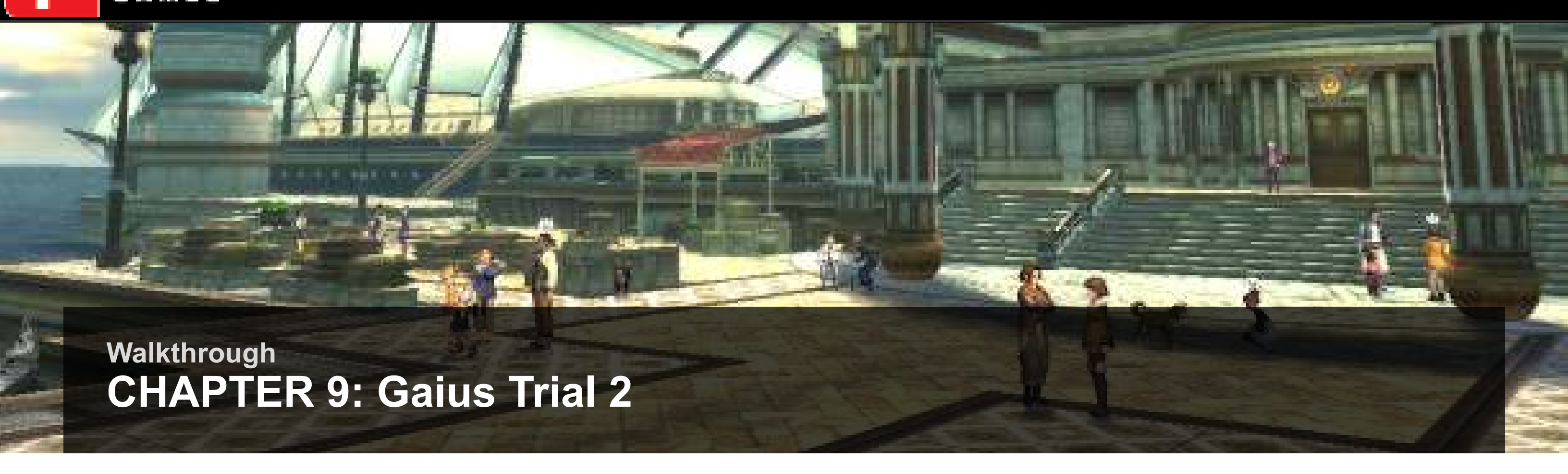
Trigleph



2 Bonus Scene: Leia (requires completion of Leia Episode 2)

Note

Before hopping into another dimension, check out the newest member of the party, Gaius. Make sure his equipment, skills, artes, and extractor are set up before jumping into combat.



Walkthrough

CHAPTER 9: Gaius Trial 2

Field

Mon Highlands (Fractured)

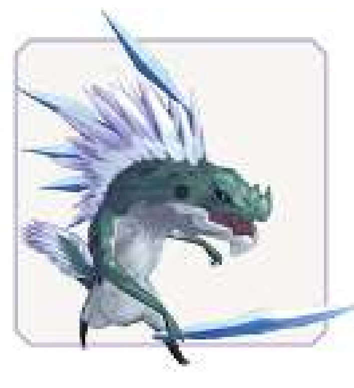
Required Teammates	Ludger Milla Leia Gaius
Inn Price	—
Elemental ore	14–45
Enemies Level	29–70/51–70 (during or after Gaius Episode 2)
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Mon Highlands (Fractured)	Main	Erston, Playboy at Large	Mon Highlands (Fractured)	—	L1: None R1: Gaius +250	Ludger Leia Gaius Milla Elle
Mon Highlands (Fractured)	Etc.	Milla's Hair	Mon Highlands (Fractured)	—	L1: Milla +250 R1: Gaius +250	Ludger Gaius Milla Elle

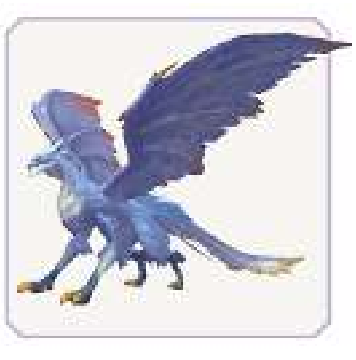
Enemies

Snowmelt Merfish



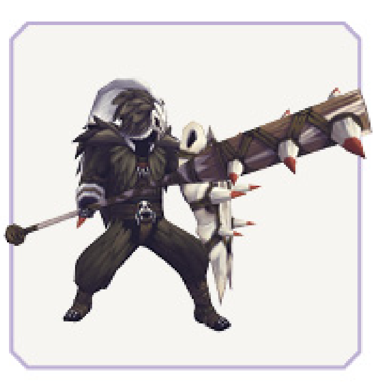
Type ●	
HP	3784
Weak	●
Strong	● ● ●

Snow Dragon



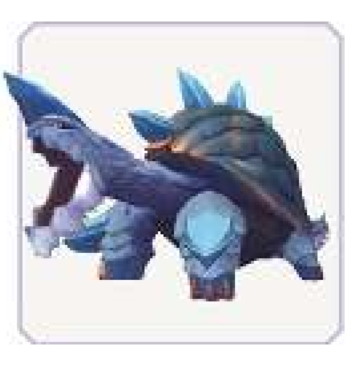
Type ●	
HP	14280
Weak	●
Strong	● ● ●

Armored Mountain Bandit



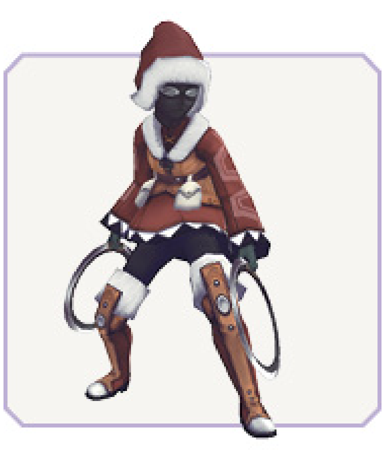
Type ●	
HP	3570
Weak	●
Strong	● ● ●

Snow Tortoise



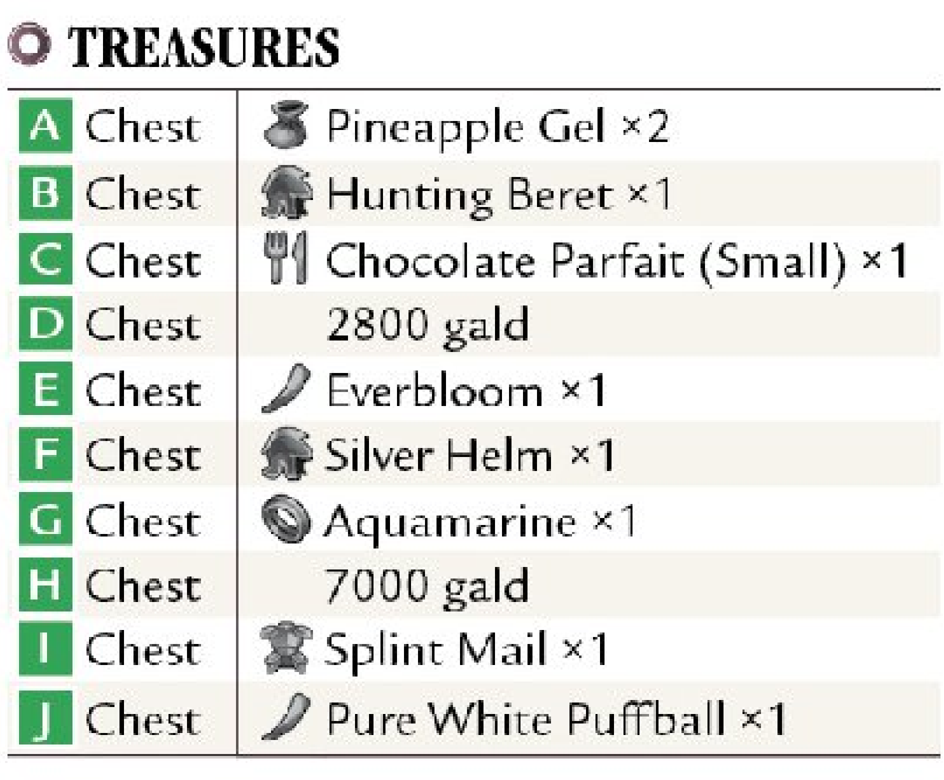
Type ●	
HP	3784
Weak	●
Strong	● ● ●

Mon Grunt



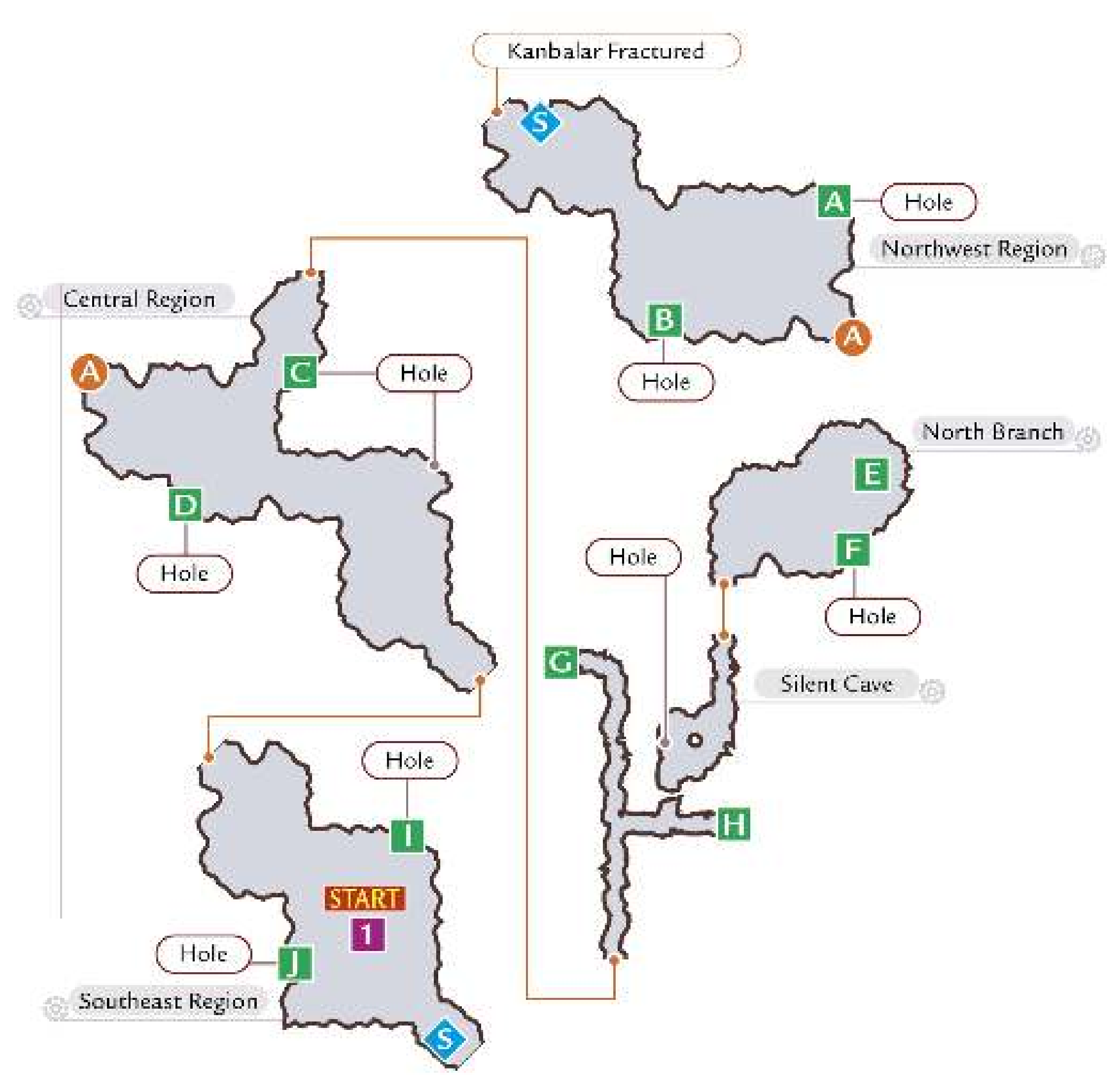
Type ●	
HP	3570
Weak	●
Strong	● ● ●

Mon Highlands Fractured



TREASURES

A	Chest	Pineapple Gel ×2
B	Chest	Hunting Beret ×1
C	Chest	Chocolate Parfait (Small) ×1
D	Chest	2800 gald
E	Chest	Everbloom ×1
F	Chest	Silver Helm ×1
G	Chest	Aquamarine ×1
H	Chest	7000 gald
I	Chest	Splint Mail ×1
J	Chest	Pure White Puffball ×1

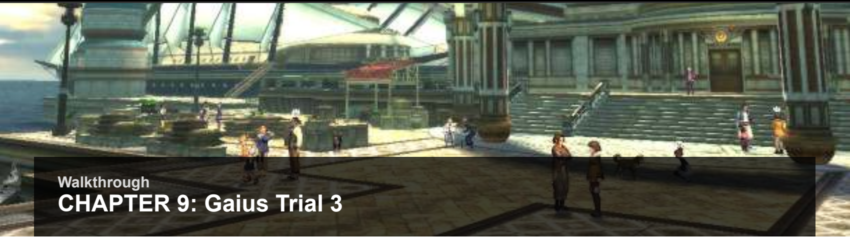

Kanbalar Fractured
S
A
Hole
Northwest Region
Central Region
A
C
Hole
B
A
Hole
North Branch
E
D
Hole
F
Hole
Hole
G
Silent Cave
H
Hole
I
START
1
Hole
J
Southeast Region
S

Use Fire to Survive Chilling Monsters

366
320
6965
9 HITS!
2057 201
2187 144
1717 69
1589 123

1 Go to the World Map and enter the Fractured Dimension to be teleported to the snowy Mon Highlands. Remember that all the treasures in this dimension are a one-time-only opportunity, so pick up some great items while you make your way to Kanbalar in the Northwest Region.

Many of the attacks you'll face from Mon Highlands enemies, such as the Snowmelt Merfish's fin attack and the Snow Dragon's breath, are water-type attacks. The Snow Dragon's breath attack is especially powerful. When you see a dragon raise its head, side-step to dodge. Use accessories like Aqua Cape and Aquamarine to boost your resistance to water-type attacks, reducing the amount of damage you take as you battle these foes. On offense, you can use fire-type weapons like Zeus Crusher (Fire) and artes like Crimson Fury to dish out big damage.



Walkthrough

CHAPTER 9: Gaius Trial 3

Town

Kanbalar (Fractured)—Xailen Woods Temple (Fractured)

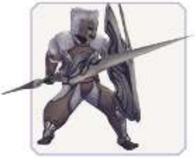
Required Teammates	Ludger Milla Leia Gaius
Inn Price	300 gald
Elemental ore	—
Enemies Level	—
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Kanbalar (Fractured)	Main	The Chimeriad	Kanbalar (Fractured)	—	L1: None R1: Gaius +250	Ludger Leia Gaius Milla Elle
Kanbalar (Fractured)	Etc.	Kanbalar, The Frozen Country	Kanbalar (Fractured)	—	L1: None R1: Gaius +250	Ludger Gaius Elle

Enemies

Auj Oule Lancer



Type ●	
HP	3930
Weak	●
Strong	—

Auj Oule Channeler

Type ●	
HP	3930
Weak	●
Strong	—

Force Your Way into the Castle

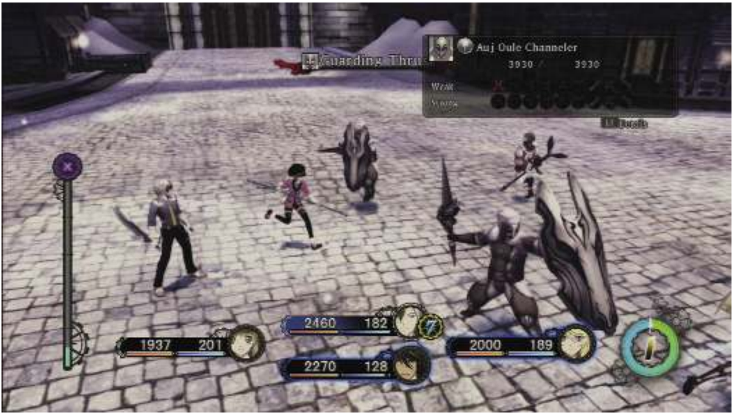
Disperse. The castle is off limits by order of His Highness King Di Ying himself!

1 Check for new items at the shops and go to the Castle Gaius Gates to attempt to enter Castle Gaius—Central Hall. The guards at the gate will not allow you to enter, but you can force your way in if you want to fight them.

What’ll you do?

L1: **Force your way in.** (Leia affinity +300—fight the guards and proceed to point 5)

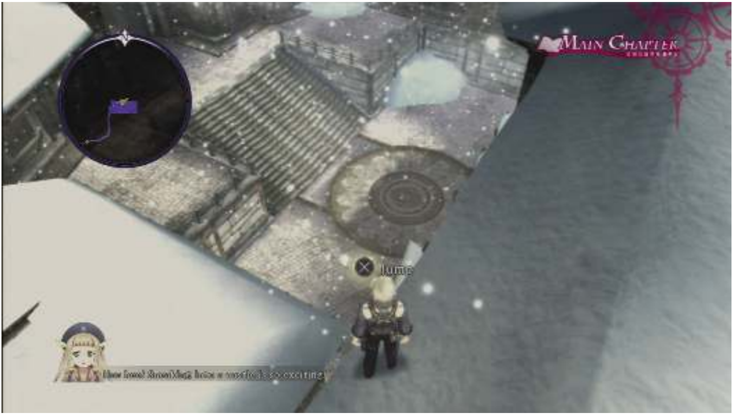
R1: **Turn back.** (Take the long route into the castle through points 2–4)


Guarding Thru
Auj Oule Channeler
3930 / 3930
Weak
1937 201
2460 182
2270 128
2000 189

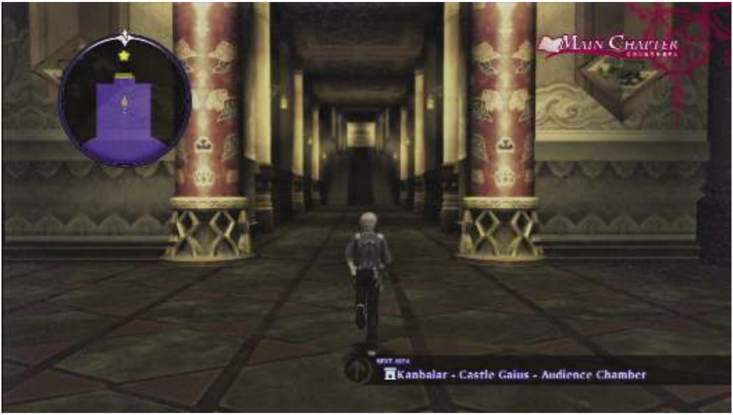
Like most of the creatures in this icy climate, the Auj Oule guards are weak to fire. Use artes like Crimson Fury or Hammer Toss to wipe them out fast. They use a lot of artes like Freeze Lancer, Downward Swing, and Blue Sphere, but their HP is low enough that they shouldn’t pose a big threat.

Sneak into the Castle

2 **3** Instead of forcing your way past the guards, you can sneak in via the rooftops by going through Xailen Woods Temple. Leave Kanbalar and travel to the northern exit of the temple grounds. When you emerge on the upper level of the Residential Ward—Plaza, jump down to collect 12000 gald.


Main Chapter
Jump

4 Continue running on top of the buildings following the path and grab the valuable Battle Suit for Gaius or Alvin. Climb up a ladder and veer to the left to gain access to the upper level of Castle Gaius Gates. It looks like a long drop, but you can safely jump down just past the guards that refused you passage.

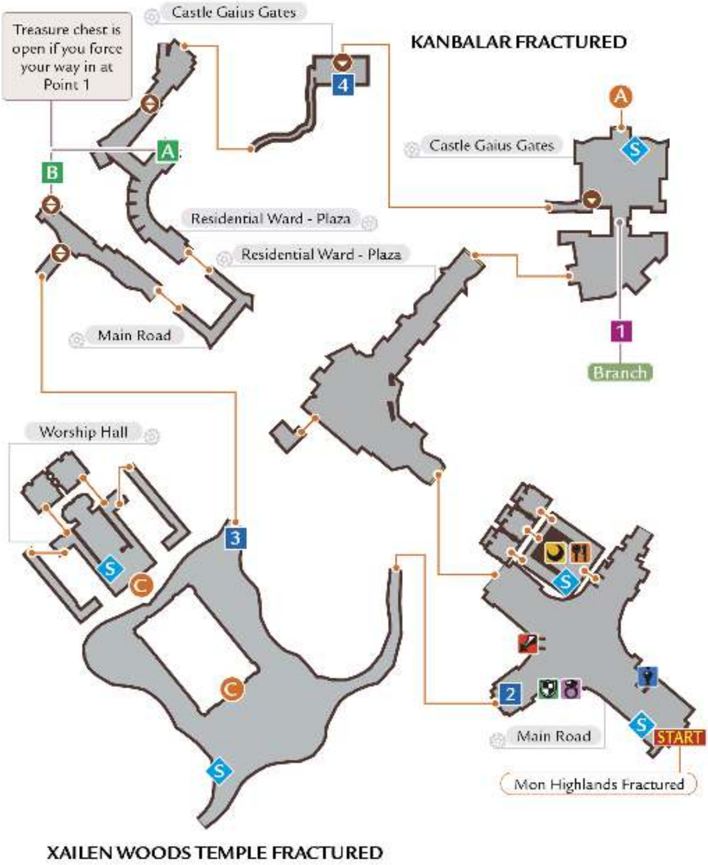

Main Chapter
Next Area
Kanbalar - Castle Gaius - Audience Chamber

5 Enter the Central Hall, and when you are ready for a boss battle, go into the Audience Chamber.

I will make you regret setting foot in here!

L1: **Transform and fight back!**

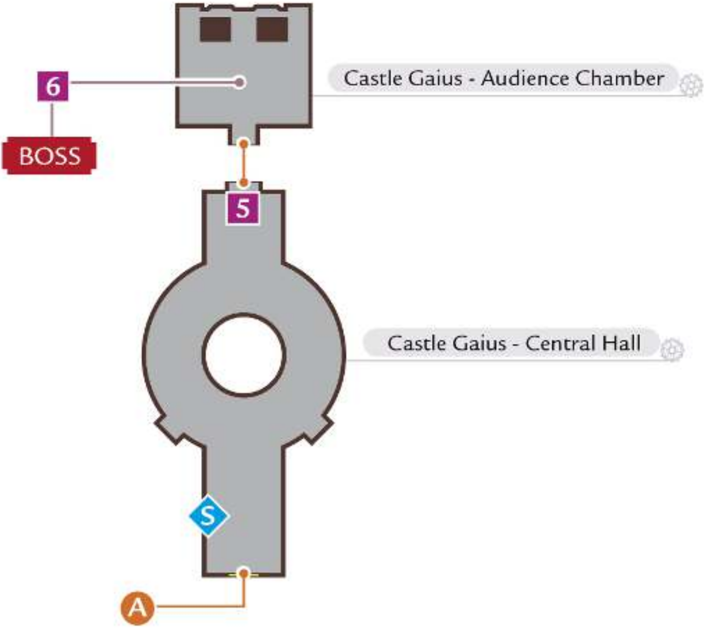
R1: **But I just want to talk with you.** (Gaius affinity +400)


Castle Gaius Gates
Treasure chest is open if you force your way in at Point 1
KANBALAR FRACTURED
4
A
Castle Gaius Gates
S
A
B
Residential Ward - Plaza
Residential Ward - Plaza
Main Road
1
Branch
Worship Hall
3
S
C
C
S
S
2
Main Road
S
START
Mon Highlands Fractured
XAILEN WOODS TEMPLE FRACTURED

Kanbalar Fractured

TREASURES

A Chest	Battle Suit ×1
B Chest	12000 gald

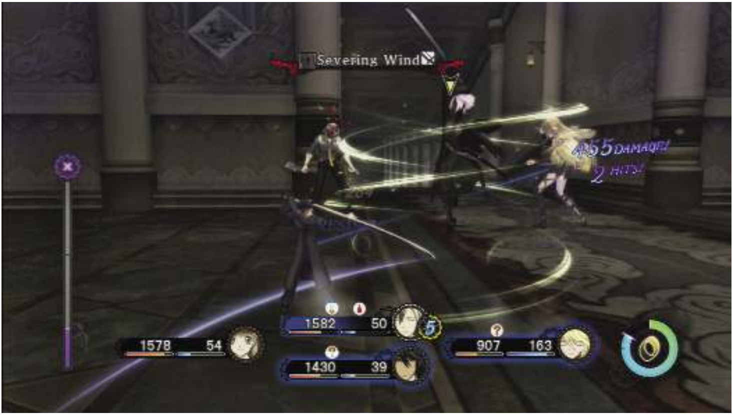

6
BOSS
Castle Gaius - Audience Chamber
5
Castle Gaius - Central Hall
S
A

Boss Wingul (Catalyst)

Level	32–73
Iron Stance	50
HP	151011–307098
Weak	🗡
Strong	● ● ●

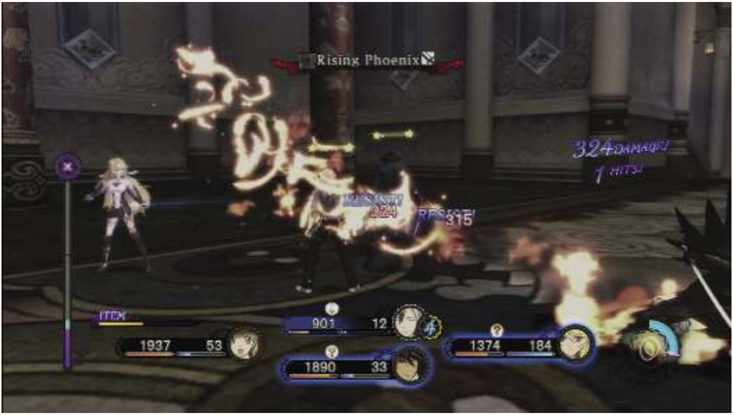
Drop	Gaius Dumpling (100%) / Warrior Emblem (100%)
Steal	Prototype Booster (5%)

Aim for Combos with Dual Blades

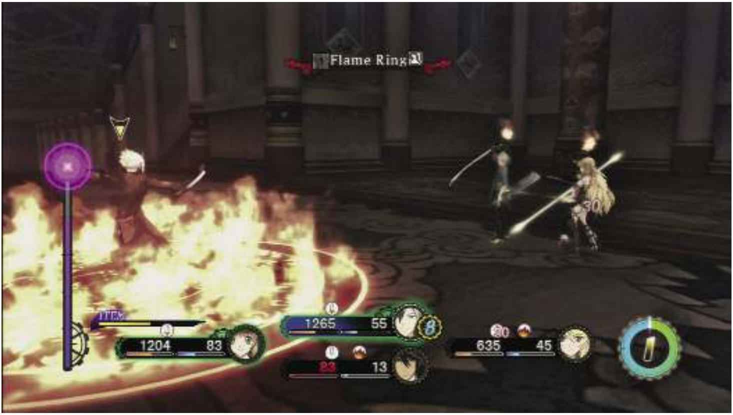

Severing Wind
465 DAMAGE!!
2 HITS!
1578 54
1582 50
1430 39
907 163

In addition to sword attacks, this boss frequently uses a variety of artes including Gale Fang and Severing Wind. He moves extremely quickly, making it difficult for a lone character to land any attacks. When he attacks you, guard his strikes until one of your allies is able to reach you and begin attacking. Then drop your guard and join in the attack. The three characters who can exploit his weakness to slashing weapons are Ludger, Milla, and Gaius, so have them pummel him with normal attacks whenever his attention is on someone else. On the other hand, Leia can’t exploit his vulnerability to slashing weapons, so order her to serve a healing and support role. Also be sure to link with Gaius to do even more damage with his support ability.

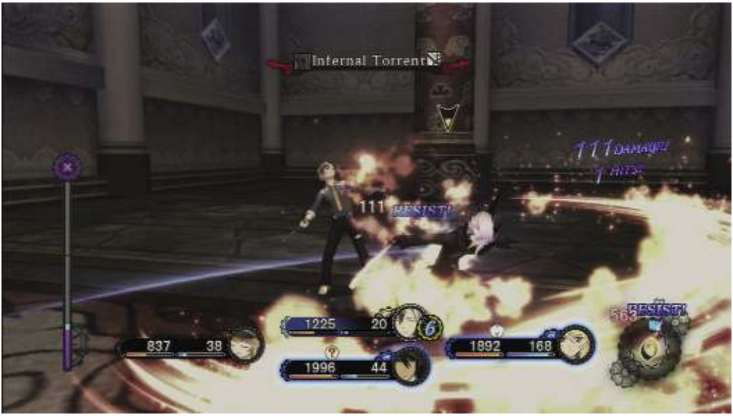
Attacks to Watch Out For


Rising Phoenix
324 DAMAGE!
1 HITS!
RESIST!
324
RESIST!
315
ITEM
901 12
1937 53
1890 33
1374 184

Rising Phoenix: An arte in which the boss strikes diagonally from mid-air, inflicting burn and stun ailments. Wingul can only use this attack in mid-air, so him jumping up is your cue to begin blocking.


Flame Ring
ITEM
30
1265 55
1204 83
23 13
635 45

Flame Ring: An attack arte that generates a burst of flames in the area around the caster. If you’re hit, you could catch a burn that deals a significant amount of damage. As soon as you see the red casting light, immediately Free Run out of the spell’s range.


Infernal Torrent
111 DAMAGE!
7 HITS
111 RESIST!
563 RESIST!
837 38
1225 20
1996 44
1892 168

Infernal Torrent: An arte that deals heavy damage to a wide area. When the boss's HP begins running low and he enters Over Limit, he uses this attack to transition into his Lightning Nova mystic arte. If it looks like he's going to be able to hit with it, cancel it by having Ludger transform.

6 Ludger, I leave the rest to you.

L1: **Destroy the divergence catalyst.** (Gaius affinity +400).	R1: **Are you sure about this, Gaius?**

Do you know why?

L1: **Because you're strong.**	R1: **Because you liked ruling?** (Gaius affinity +400)

Bonus Scene: Leia (requires completion of Leia Episode 2)

I'll be an old lady before I can finally publish this story about Gaius.

L1: **You okay with that?** (Leia affinity +400)	R1: **Just publish it under a pen name.**

Debt Repayment Interval 9-10

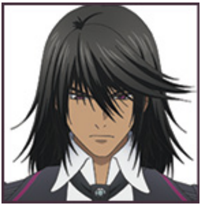
Payment required	150000 gald

Character Episodes

Alvin 3	
Location	Drellin
Reward	Xillia Outfit 2, affinity +500

Leia 3	
Location	Leronde
Reward	Xillia Outfit 2 and Xillia Haircut 2, affinity +750

Elize 2	
Location	Marksburg
Reward	Xillia Outfit 1 and Xillia Haircut, affinity +500



Gaius 1	
Location	Trigleph
Reward	Gaius color variation costume, affinity +500

Event Quest

10 The Debt—Part 2*

Client	Party	Item/Task	Location	Description	Reward
Aaron	Ludger	Everbloom x3	Trigleph—Technology Drive	Anyone will do, just bring me the Everblooms! I'll be waiting in front of Spirius Corp.	7000 gald, 2240 Points, Item Sphere Plus

11 Rideaux's Request

Client	Party	Item / Task	Location	Description	Reward
Rideaux	Ludger, Alvin, Muzét	Mysterious Bead x3	Duval - Bar "Film Noir"	I need you to get me some Mysterious Beads again. I'm waiting at the bar, just like always.	7800 gald, 2496 Points, Rideaux's Shades

12 Relaxing Leronde Lodge

Client	Party	Item / Task	Location	Description	Reward
Sonia	Ludger, Jude, Leia, Gaius	Come at once!	Leronde—Leronde Lodge	Leia, come home at once! You are in BIG trouble! Do it now and you can get off with just a lecture!	3800 gald, 1216 Points

13 Meeting with Julius

Client	Party	Item / Task	Location	Description	Reward
Marvin	Ludger, Alvin, Leia	Catstantine the Third	Trigleph—Central Station	My beloved cat, Catstantine the Third, has run off to Trigleph Station. Catch him for me!	2400 gald, 768 Points, Hairpin

14 Poker Face

Client	Party	Item / Task	Location	Description	Reward
Dealer	Ludger, Alvin, Muzét	Tengu Mask	Duval - Bar "Film Noir"	A blue cat stole my tool of the trade! I can't work without it! I think it headed off to Drellin.	7500 gald, 2400 Points

15 Speed Quest**

Client	Party	Item / Task	Location	Description	Reward
Speed Quest Promoter	Ludger, Elize, Rowen	Malachite Beak	Rusalle Highroad	Please defeat the menace on Rusalle Highroad. Once you've beaten it, come get your voucher and then come back to the job board!	5000 gald, 1600 Points, Prize Voucher

16 Leia Report—Part 1***

Client	Party	Item / Task	Location	Description	Reward
Leia	Ludger, Alvin, Leia	Minestrone (Small)	Trigleph—Technology Drive	I need a small minestrone soup to get close to a famous politician! Help me out, would ya?	5000 gald, 1600 Points

17 Leia Report—Part 2§

Client	Party	Item / Task	Location	Description	Reward
Leia	Ludger, Alvin, Leia	Find the merchant!	Marksburg—Rieze Harbor	I want to interview the first merchant to set up in Rieze Maxia, but he's busy. Help me find him!	5000 gald, 1600 Points

18 Leia Report—Part 3§§

Client	Party	Item / Task	Location	Description	Reward
Leia	Ludger, Alvin, Leia	Find the veteran soldier!	Nala Lava Tubes—North Region	A solider in Kanbalar I was supposed to interview hasn't returned from the Lava Tubes. Find him!	5000 gald, 1600 Points

Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Kitty Sightings 18	—	Monty's collar	Voltea Woods	800 gald, 500 Points, Gummy Fishies
Kitty Sightings 19	—	Croquette's collar	Felgana Mine	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 20	—	Rocky's collar	Leronde	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 21	—	Nelly's collar	Catamar Heights	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 22	—	Tartaros' collar	Drellin	800 gald, 500 Points, Kitty Krisps
Needed For a Certain Contract	Bronze Seal	Diamond	Drellin	800 gald, 500 Points, Sealed Rebirth

Fruit Yakisoba, Please!	Bronze Seal	Fruit Yakisoba (Small)	Drellin	800 gald, 500 Points, Sealed World
Please!	Bronze Medal	Harpy Edge	Drellin	800 gald, 500 Points, Sealed Xillia

Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
Hassle at the Tatalian Abyss 2§§§	Bronze Seal	Blade Beak	Tatalian Abyss	4600 gald, 1150 Points
Jolyne’s Plea - Part 5	Bronze Badge	Butterfly	Nia Khera Spiritway	800 gald, 500 Points, Rosy Cheeks

Elite Monster info

Fungus Gone Wild: Exoplasma!

Client	Location	Rewards
Spirius Corp.	Labari Hollow	175000 gald, 52500 Points

Deceptive Beauty: Veywind Stinger!

Client	Location	Rewards
Spirius Corp.	Dimensional Breach	50000 gald, 15000 Points

*1: If you’ve already cleared Chapter 8/9 A Song Echoes Through the Falls, this occurs in Interval 9-10.

**: Only occurs in Elize Episode 2.

***: Occurs at the end of Leia Episode 3.

§: Appears after completing Leia Report—Part 1.

§§: Appears after completing Leia Report—Part 2.

§§§: Appears after completing the first Hassle at the Tatalian Abyss.

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Call from Nova (8)	Anywhere	—	—	Ludger Elle
Debt Repayment Interval	Etc.	Elle's Hat	Drellin	—	L1: None R1: Elle +250	Ludger Jude Alvin Rowen Elle
Debt Repayment Interval	Etc.	The Pair's Hometown	Leronde	—	L1: Leia +250 R1: Jude +250	Ludger Jude Leia Muzét Milla
Debt Repayment Interval	Main	Call from Nova (9)	Anywhere	After debt repayment	—	Ludger Elle

Debt Repayment Interval 9-10

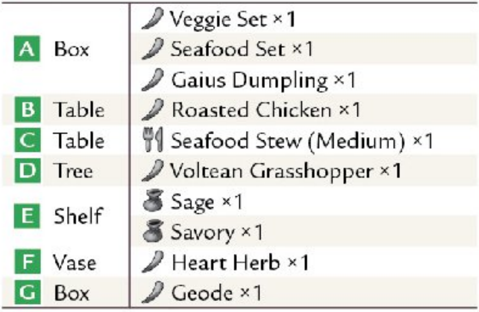
Town

Leronde

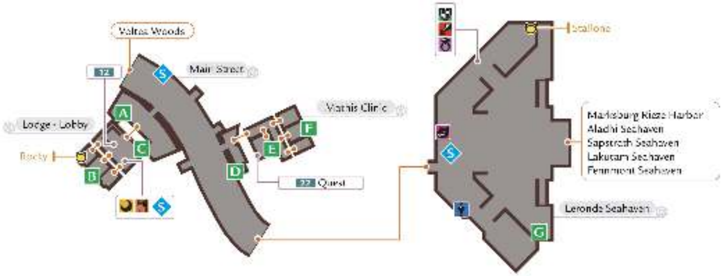
Required Teammates	—
Inn Price	150 gald
Elemental Ore	—
Enemies Level	—
Cats	Stallone, Rocky

Leronde

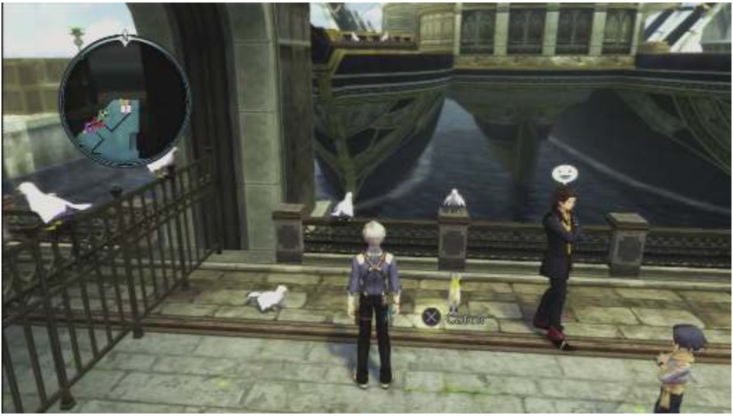
HIDDEN ITEMS



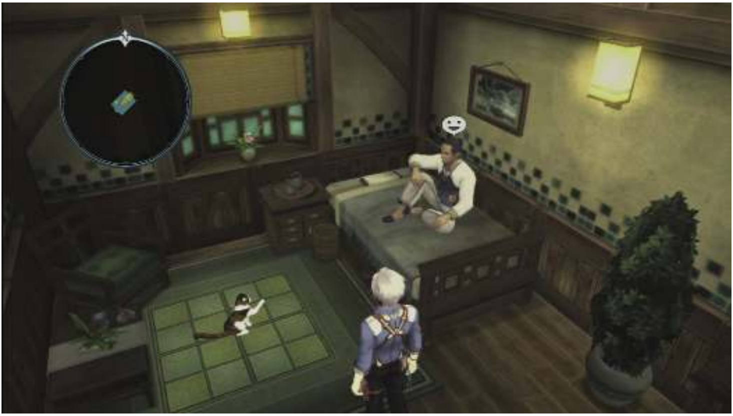
A	Box	Veggie Set ×1 Seafood Set ×1 Gaius Dumpling ×1
B	Table	Roasted Chicken ×1
C	Table	Seafood Stew (Medium) ×1
D	Tree	Voltean Grasshopper ×1
E	Shelf	Sage ×1 Savory ×1
F	Vase	Heart Herb ×1
G	Box	Geode ×1


Valtas Woods
12
Main Street
Lodge - Lobby
Rocky
A
B
C
D
E
F
S
S
Vathis Clinic
22 Quest
Stallone
Marksburg Rieze Harbor
Aladhi Seahaven
Sapstrath Seahaven
Lakutam Seahaven
Fennmont Seahaven
S
Leronde Seahaven
G

Find Two Felines



New towns usually mean new items, so stock up at the local shops. Continue your cat collection by looking in the northern corner of the port to find Stallone stalking some seagulls.



On Main Street, search for all the hidden items and go into the Leronde Lodge to rest if you need to. Head upstairs and check room 201 to find Rocky trying to get someone’s attention. (And of course Rocky has its precious Item Quest collar.)

Debt Repayment Interval 9-10

Field

Voltea Woods

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	40–44/56–70 (during or after Elize Episode 3)/66–70 (during or after Muzét Episode 3)
Cats	Monty

Enemies

Zebra Wyvern

Type ●	
HP	17520/23280/26880
Weak	● ●
Strong	●

Clukkit

Type ●	
HP	3989/5328/6165
Weak	●
Strong	●

Brindle Cat

Type ●	
HP	3989/5328/6165
Weak	●
Strong	● ●

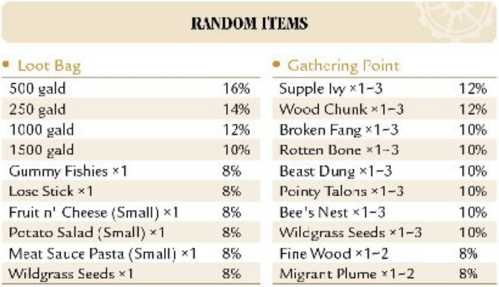
Filinocta

Type	
HP	4290/5730/6630
Weak	
Strong	

Peepit

Type	
HP	3989/5328/6165
Weak	
Strong	

Voltea Woods

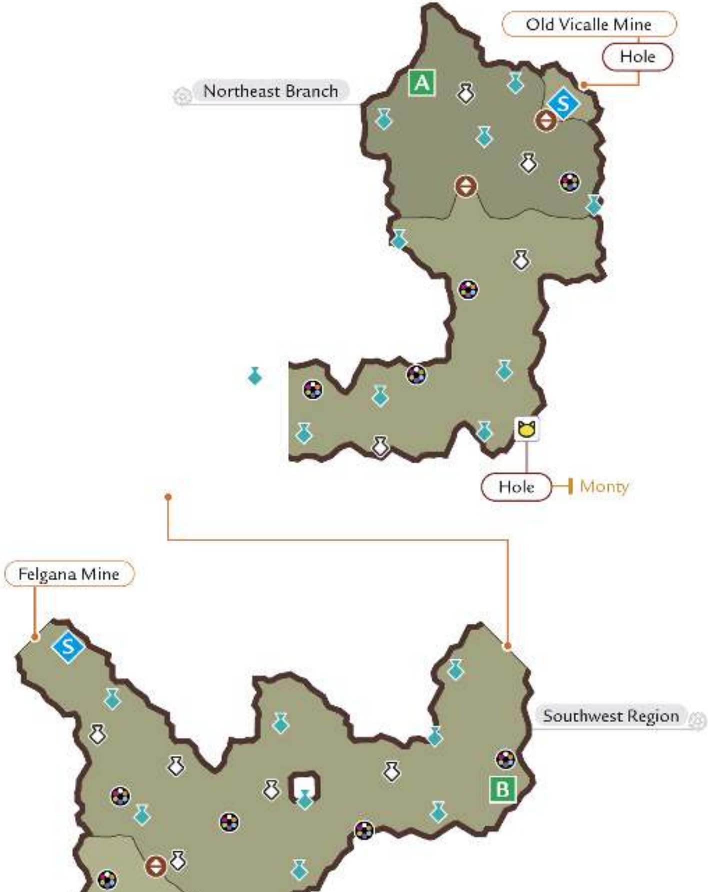


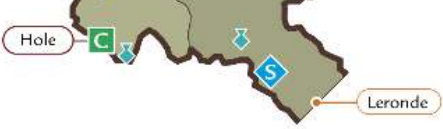
RANDOM ITEMS

Loot Bag		Gathering Point	
500 gald	16%	Supple Ivy ×1–3	12%
250 gald	14%	Wood Chunk ×1–3	12%
1000 gald	12%	Broken Fang ×1–3	10%
1500 gald	10%	Rotten Bone ×1–3	10%
Gummy Fishies ×1	8%	Beast Dung ×1–3	10%
Lose Stick ×1	8%	Pointy Talons ×1–3	10%
Fruit n' Cheese (Small) ×1	8%	Bee's Nest ×1–3	10%
Potato Salad (Small) ×1	8%	Wildgrass Seeds ×1–3	10%
Meat Sauce Pasta (Small) ×1	8%	Fine Wood ×1–2	8%
Wildgrass Seeds ×1	8%	Migrant Plume ×1–2	8%

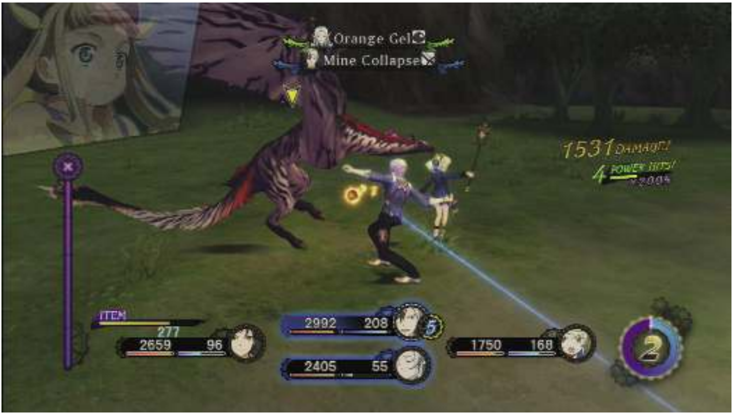
TREASURES

A	Chest	Fine Wood ×1
B	Chest	Bee's Nest ×2
C	Chest	5300 gald


Old Vicalle Mine
Hole
Northeast Branch
A
S
Hole
Monty
Felgana Mine
S
Southwest Region
B


Hole
C
S
Leronde

The Zebra Wyvern is a Powerful Foe


Orange Gel
Mine Collapse
1531 DAMAGE!!
4 POWER HITS!
ITEM
277
2659
96
2992
208
5
2405
55
1750
168
2

Note

High HP and attack power make the Zebra Wyvern the most prominent of the enemies you'll face in the Voltea Woods. The cyclones it can generate in front of itself are powerful and can often snare multiple party members, so keep your HP levels high. If possible, raise your Wind resistance to prevent the damage. This is especially true for the party members with lower HP, so you'll want to give Elize an Opal accessory. Use the sledgehammer on the Zebra Wyvern, but note that the other creatures are weak to Slash and Shot type damage. Also, most of the foes who appear here are resistant to Wind, so refrain from using the Azure Edge arte.

Look for Monty in a cave in the southeast corner of the Northeast Branch.

Debt Repayment Interval 9-10

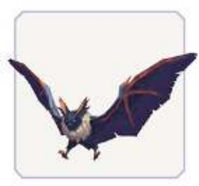
Dungeon

Felgana Mine

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	39–43/66–70 (during or after Muzét Episode 3)
Cats	Melvin, Croquette

Enemies

Bat



Type	
HP	3906/6165
Weak	
Strong	

Rock Djinn

Type ●	
HP	4200/6630
Weak	●
Strong	●

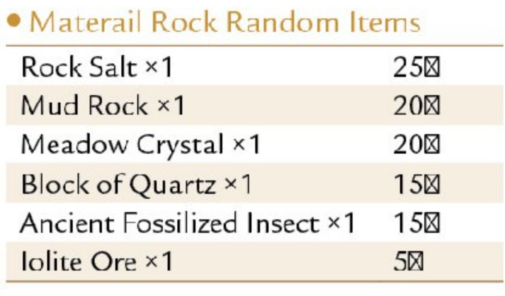
Shaft Skeleton

Type ●	
HP	3906/6165
Weak	●
Strong	●

Worm Shade

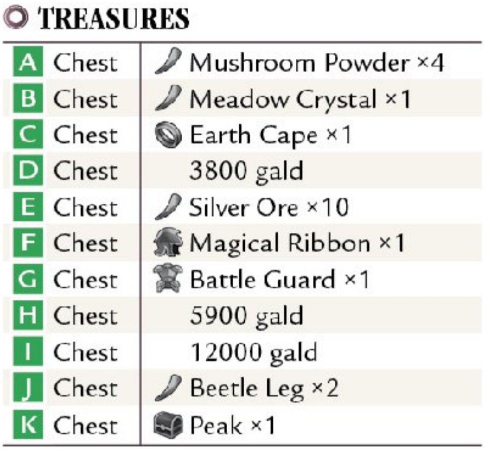
Type	
HP	4200/6630
Weak	
Strong	

Felgana Mine



● Materail Rock Random Items

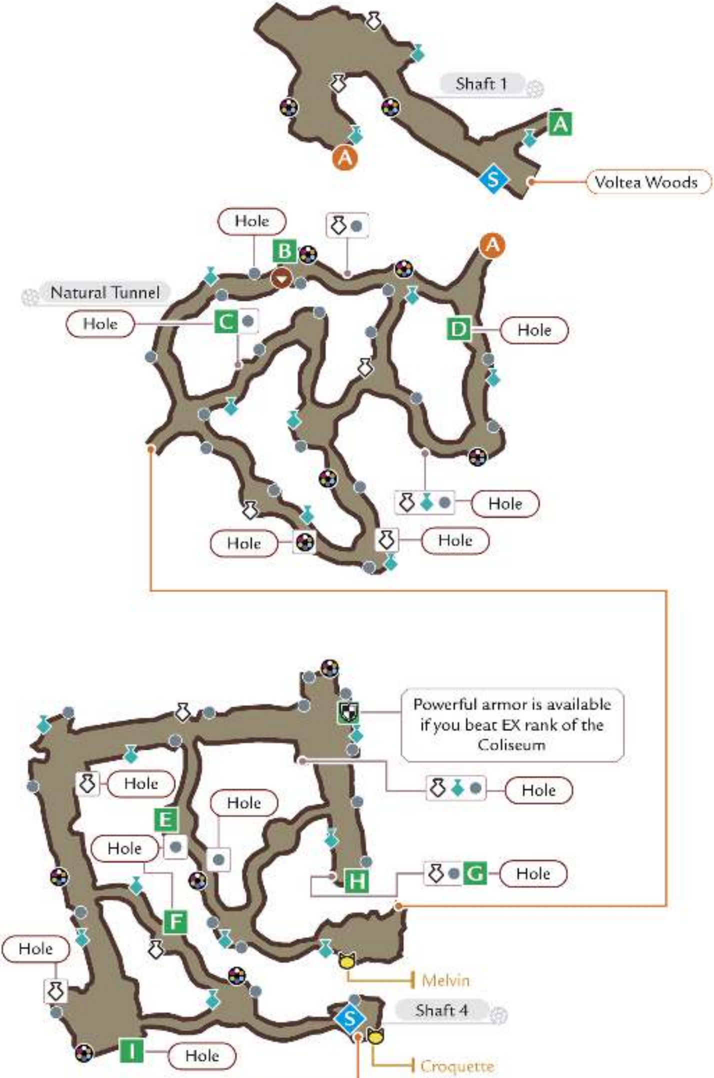
Rock Salt ×1	25⊠
Mud Rock ×1	20⊠
Meadow Crystal ×1	20⊠
Block of Quartz ×1	15⊠
Ancient Fossilized Insect ×1	15⊠
Iolite Ore ×1	5⊠

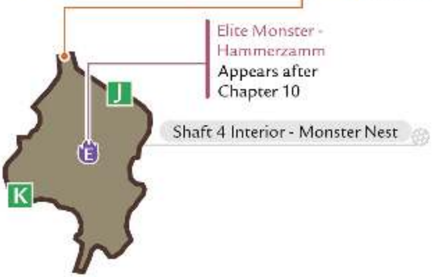


TREASURES

A	Chest	Mushroom Powder ×4
B	Chest	Meadow Crystal ×1
C	Chest	Earth Cape ×1
D	Chest	3800 gald
E	Chest	Silver Ore ×10
F	Chest	Magical Ribbon ×1
G	Chest	Battle Guard ×1
H	Chest	5900 gald
I	Chest	12000 gald
J	Chest	Beetle Leg ×2
K	Chest	Peak ×1

● = Material Rocks


Shaft 1
A
A
S
Voltea Woods
Hole
B
A
Natural Tunnel
Hole
C
D
Hole
Hole
Hole
Hole
Powerful armor is available if you beat EX rank of the Coliseum
Hole
Hole
E
Hole
Hole
H
G
Hole
F
Hole
Melvin
Shaft 4
S
I
Hole
Croquette

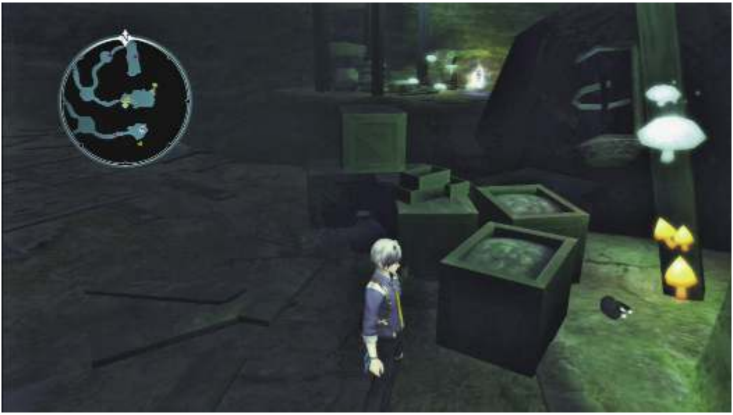

Elite Monster - Hammerzamm
Appears after Chapter 10
J
E
K
Shaft 4 Interior - Monster Nest

Smash the Rocks to Collect High-Resale Materials

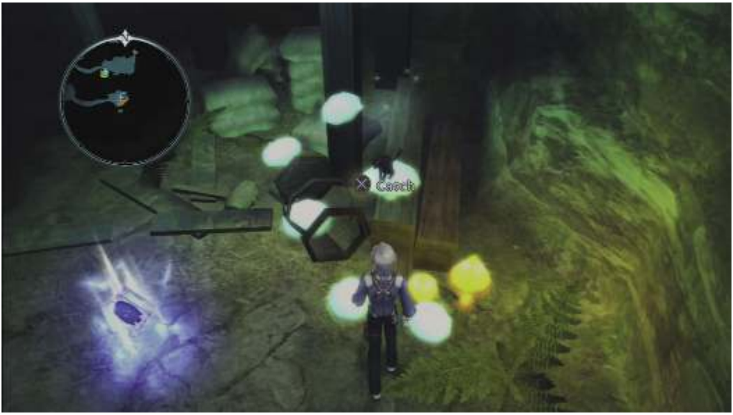
3442
223
8
2505
103
2868
53
2833
134
2

Many of the foes who appear in the Felgana Mines are resistant to Earth, so avoid using any Earth-type attacks. Rock Djinns will attack the party with devastating Rock Trine spells, so have the party focus their attacks on wiping them out as soon as they appear.

In addition to gathering points and loot bags, the Felgana Mines has colorful stalagmites that can be examined to reveal special materials. A single stalagmite can contain up to four materials, so keep pressing the button until the rock crumbles.



The mines are a series of winding paths, and it is easy to lose your way if you don't check the maps often. Speaking of hard to find, Melvin the cat is lurking behind several crates near some glowing mushrooms in Shaft 4.



The other cat to find in Shaft 4 is in the last section before going to Shaft 4 Interior—Monster Nest. Look for the save point in this section to find Croquette (with its Item Quest collar) perched on a large glowing cyan mushroom.

Debt Repayment Interval 9-10

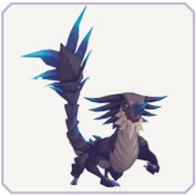
Dungeon

Old Vicalle Mine

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	39–43/56–70 (during or after Elize Episode 3)
Cats	Whiskey

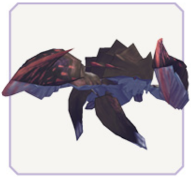
Enemies

Salamander



Type	
HP	3906/5328
Weak	
Strong	

Tree Crab

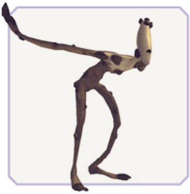


Type 🔴	
HP	4452/6073
Weak	🔴
Strong	🔵

Pyro Basilisk

Type 🟢	
HP	18018/24444
Weak	🔵
Strong	🔴

Gentlegnome

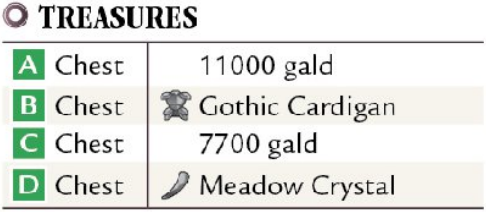


Type 🟢	
HP	12600/17190
Weak	🟢
Strong	🟡

Dusk Goblin

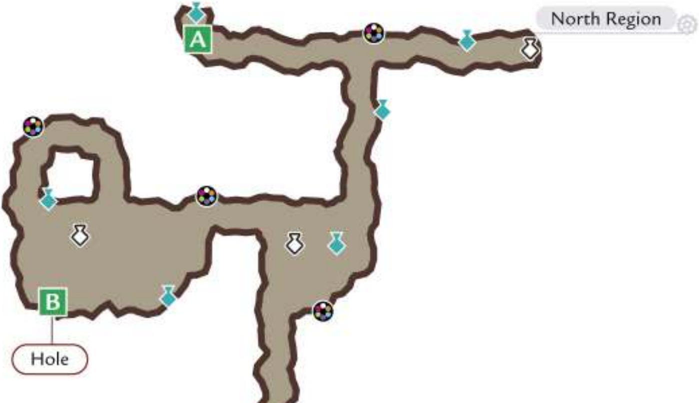
Type ●	
HP	3906/5328
Weak	●
Strong	●

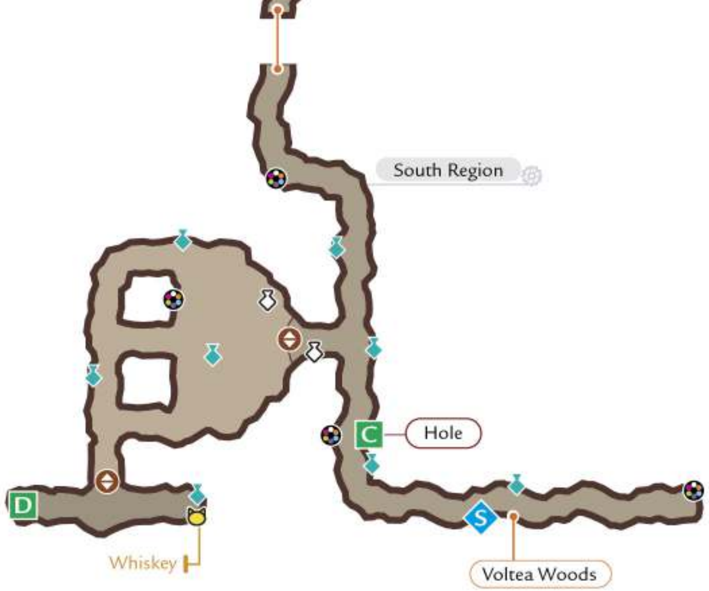
Old Vicalle Mine



TREASURES

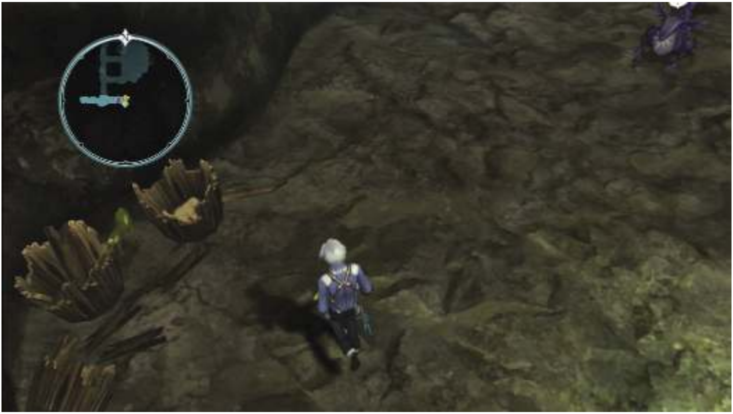
A	Chest	11000 gald
B	Chest	Gothic Cardigan
C	Chest	7700 gald
D	Chest	Meadow Crystal


A
North Region
B
Hole


South Region
Hole
C
D
S
Whiskey
Voltea Woods

Attack Pyro Basilisks with Water-Type Artes

With nearly twice the power of the region's other foes, the Pyro Basilisk stands out as the biggest threat in the Old Vicalle Mine. It has a lot of HP, but you can compensate for that by attacking with Water-type artes, which will deal nearly double damage to the Basilisk. Artes like Blue Sphere are a good choice when battling Pyro Basilisks. Of course, equipping Water-element weapons is also an option, but Water-type enemies do appear in the mine, so sticking with Water-type artes will make it easier to avoid dealing the wrong type of damage to the wrong foe.



Whiskey can be found in the South Region, but it is hiding pretty well. It is easy to overlook this cat if you don't adjust the camera to peer inside the broken barrel where it is lurking.

Debt Repayment Interval 9-10

Town

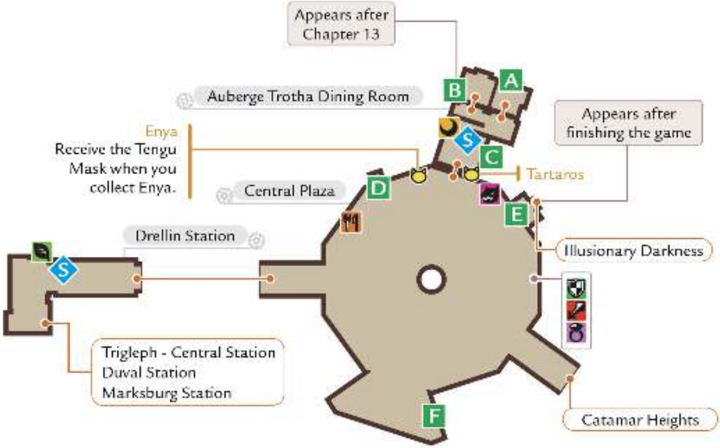
Drellin

Required Teammates	—
Inn Price	650 gald
Elemental Ore	9–30
Enemies Level	—
Cats	Enya, Tartaros

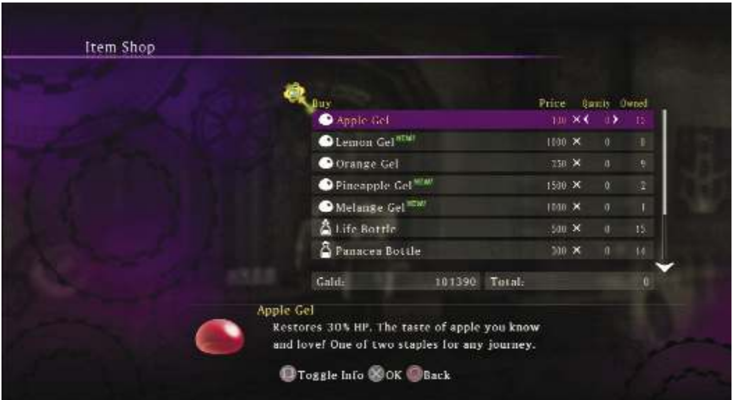
Drellin

HIDDEN ITEMS

A	Nightstand	Fine Down ×1
B	Closet	Gaius Dumpling ×1
C	Shelf	"Casual" Tequila ×1
D	Grill	Sea Bream ×1
E	Box	Salmon ×1
F	Grill	Tuna ×1


Appears after Chapter 13
A
B
Auberge Trotha Dining Room
Appears after finishing the game
S
Enya
Receive the Tengu Mask when you collect Enya.
C
Tartaros
Central Plaza
D
E
Drellin Station
Illusionary Darkness
S
Trigleph - Central Station
Duval Station
Marksburg Station
F
Catamar Heights

Lemon and Pineapple Gels Are Now Available to Purchase


Item Shop
Buy
Toggle Info
OK
Back

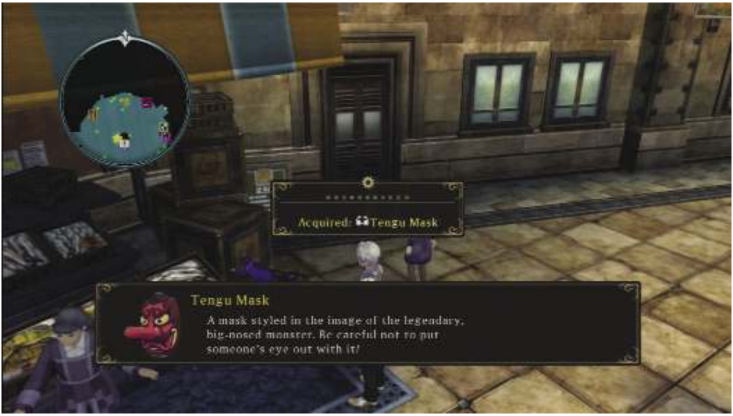
	Price	Quantity	Owned
Apple Gel	100 ×	0	15
Lemon Gel NEW!	1000 ×	0	0
Orange Gel	250 ×	0	9
Pineapple Gel NEW!	1500 ×	0	2
Melange Gel NEW!	1000 ×	0	1
Life Bottle	500 ×	0	15
Panacea Bottle	300 ×	0	14

Gald: 101390 Total: 0

Apple Gel

Restores 30% HP. The taste of apple you know and love! One of two staples for any journey.

At the item shop in Drellin Station, you can buy Lemon and Pineapple Gels that offer far greater recovery power, as well as Melange Gels that restore HP and TP at the same time. They're a little pricier than the Gels you've been using previously, so you'll probably want to stick with Apple Gels for normal battles and only break out the Lemon Gels for boss fights. However, when you have the gald, make the switch to the upgraded items and don't forget to change your Auto-Items settings!

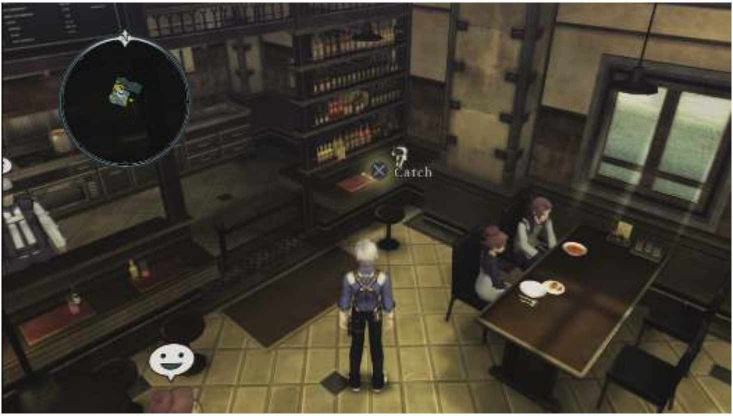


Acquired: Tengu Mask

Tengu Mask

A mask styled in the image of the legendary, big-nosed monster. Be careful not to put someone's eye out with it!

Eyna is an unusually colored cat that is sitting on a crate trying to snag a meal from the fish vendor. Pick up this rare blue feline and you will also receive the Tengu Mask that is part of an item quest.



Go into the Auberge Trotha Dining Room and pick up Tartaros, with its Item Quest collar, sitting on a table next to the cook.

Note

In addition to the new Gels, Drellin also offers the first opportunity to custom order accessories that boost resistance to ailments.

Debt Repayment Interval 9-10

Field

Catamar Heights

Required Teammates	—
Inn Price	—
Elemental Ore	9–30
Enemies Level	40–44/47–51 (after appearance of Wind Racer)
Cats	Nelly

Enemies

Withered Treant

Type ●	
HP	8580/9840
Weak	● ●
Strong	● ●

Swamp Polwigle

Type	
HP	3989/4575
Weak	
Strong	

Western Wolf

Type	
HP	3989/4575
Weak	
Strong	

Striker Crab Man

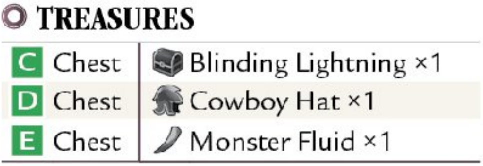
Type ●	
HP	4547/5215
Weak	● ● ●
Strong	● ●

Use Blades for Slashing Damage

Falling Thunder
685 DAMAGE
2 POWER HITS
3442 221
5
2505 85
2734 58
2797 102
2

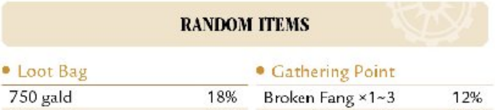
Outside of the Swamp Polwigle, all of the monsters in the Catamar Heights are weak to slashing damage. To exploit this, you'll want slashers like Milla and Gaius to serve as two of Ludger's three companions. With the right party, even the Western Wolves that appear in large packs will be easy to best. Just make sure you're not using weapons with Fire, Wind, Light, or Dark-type elemental properties, as you'll face foes resistant to each of those damage types.

Catamar Heights



TREASURES

C Chest	Blinding Lightning ×1
D Chest	Cowboy Hat ×1
E Chest	Monster Fluid ×1

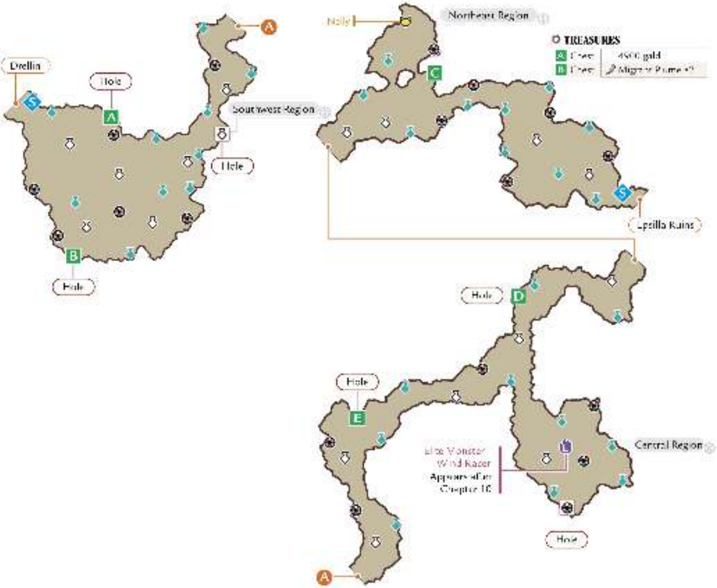


RANDOM ITEMS

Loot Bag		Gathering Point	
750 gald	18%	Broken Fang ×1~3	12%

500 gald	12%
1000 gald	12%
2000 gald	10%
Beautiful Feathers ×1	8%
Sandwich (Small) ×1	8%
Lose Stick ×1	8%
Fruit Yakisoba (Small) ×1	8%
Mabo Curry (Small) ×1	8%
Catnip ×1	8%

Rotten Bone ×1~3	12%
Beast Dung ×1~3	12%
Iron Sand ×1~3	12%
Geode ×1~3	12%
Pointy Talons ×1~3	12%
Beautiful Feathers ×1~3	10%
Gold Dust ×1~3	10%
Migrant Plume ×1~2	8%


Drellin
Hole
A
S
Southwest Region
Hole
B
Hole
A
Nolly
Northeast Region
C
TREASURES
A Chest 4500 gald
B Chest Migrant Plume ×[illegible]
S
Lpeilla Ruins
Hole
D
Hole
E
Elite Monster
Wind Racer
Appears after
Chapter 10
Central Region
Hole
A

Search the western side of the Northeast Region to find a small secluded area that is connected to the main section by two thin bridges of land. Near the back wall of this easy-to-miss locale is a bunch of large rocks and Nelly the cat.

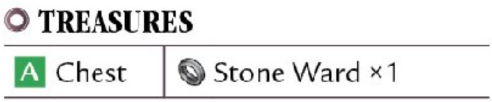
Debt Repayment Interval 9-10

Dungeon

Epsilla Ruins

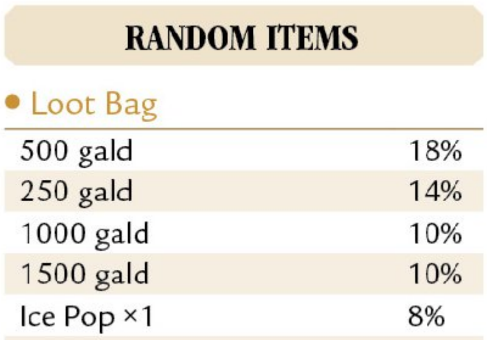
Required Teammates	—
Inn Price	—
Elemental Ore	14–45
Enemies Level	—
Cats	—

Epsilla Ruins



TREASURES

A Chest	Stone Ward ×1



RANDOM ITEMS

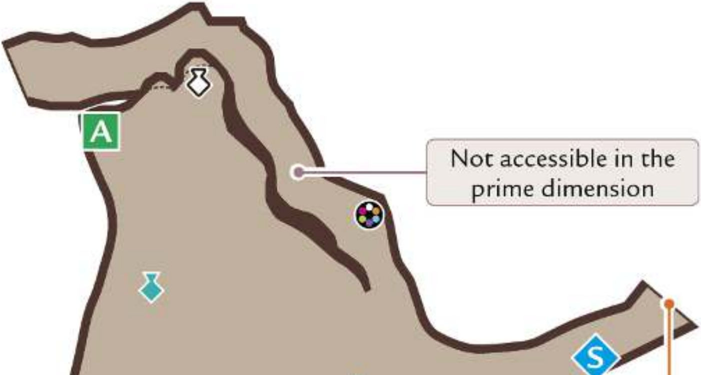
Loot Bag

500 gald	18%
250 gald	14%
1000 gald	10%
1500 gald	10%
Ice Pop ×1	8%

Gold Dust ×1	8%
Iron Sand ×1	8%
Geode ×1	8%
Tofu Cracker (Medium) ×1	8%
Pudding Cake (Small) ×1	8%

• Gathering Point

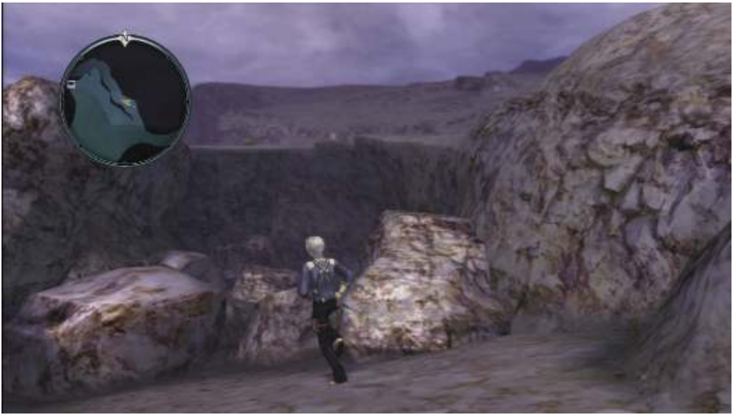
Beast Dung ×1~3	14%
Iron Sand ×1~3	14%
Broken Fang ×1~3	12%
Hard Scale ×1~3	12%
Rotten Bone ×1~3	12%
Gold Dust ×1~3	12%
Geode ×1~3	12%
Pointy Talons ×1~3	12%



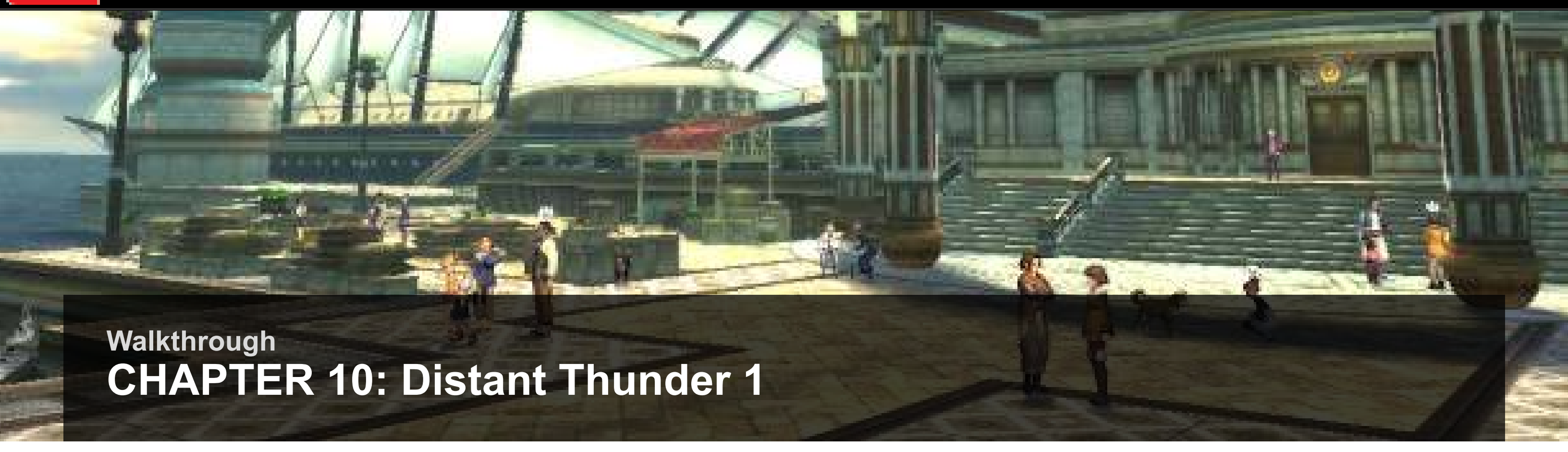
Not accessible in the prime dimension

Catamar Heights

No Passage in the Prime Dimension



There is not much to do at the Epsilla Ruins in the prime dimension. A bunch of boulders bar your way and you must wait until Chapter 10 to get past them.



Town

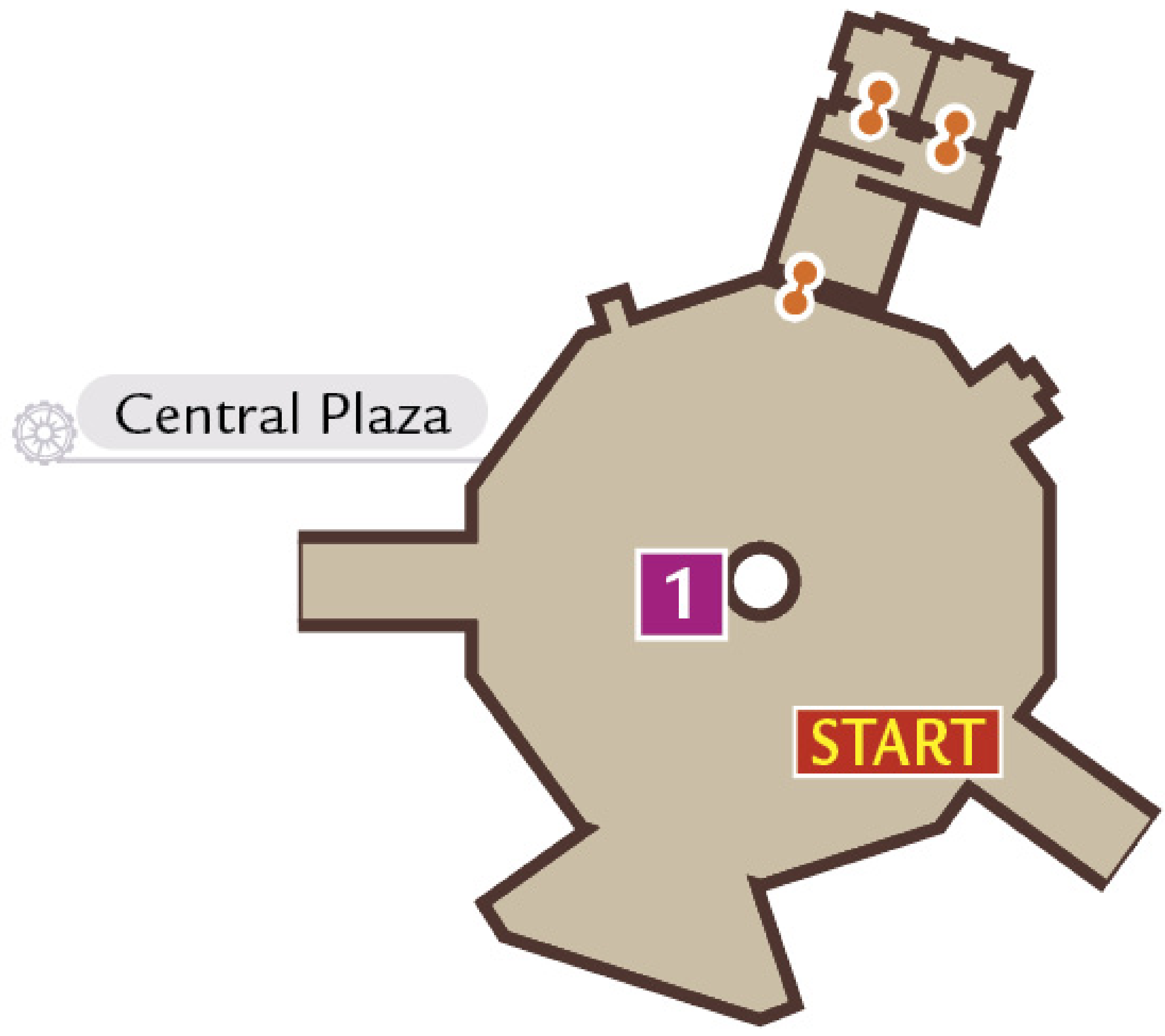
Drellin (2)—Drellin (Fractured)

Required Teammates	Ludger Milla Leia Elize
Inn Price	650 gald
Elemental ore	—
Cats	—

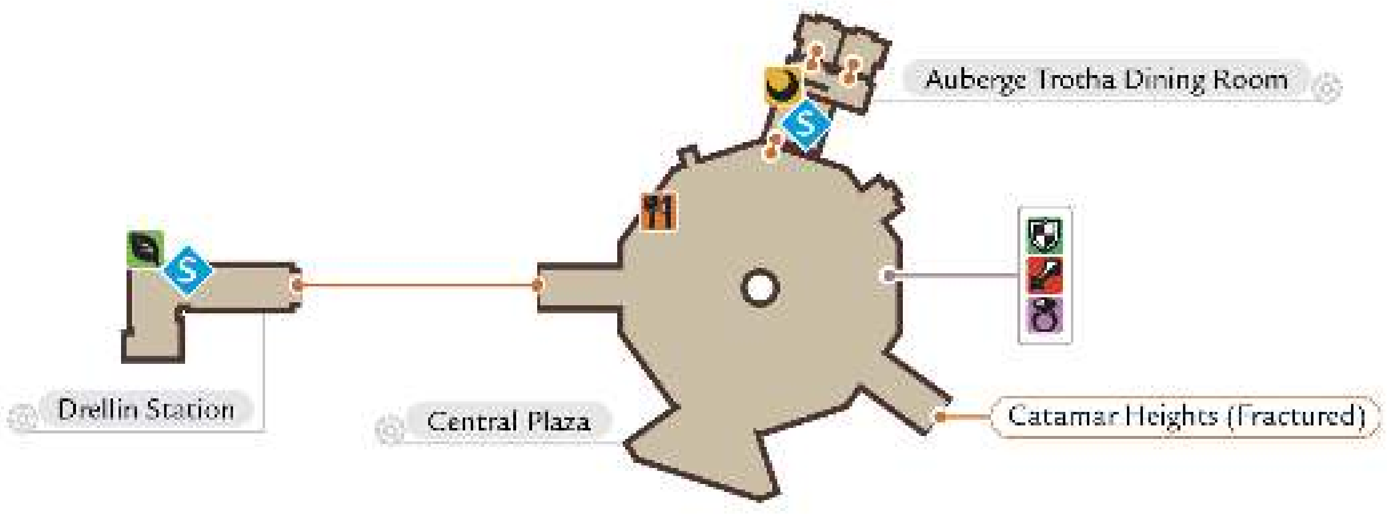
Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Drellin (2)—Drellin (Fractured)	Main	Elle's House	Anywhere	—	L1: Elize +250 R1: Elle +250	Ludger Elize Elle

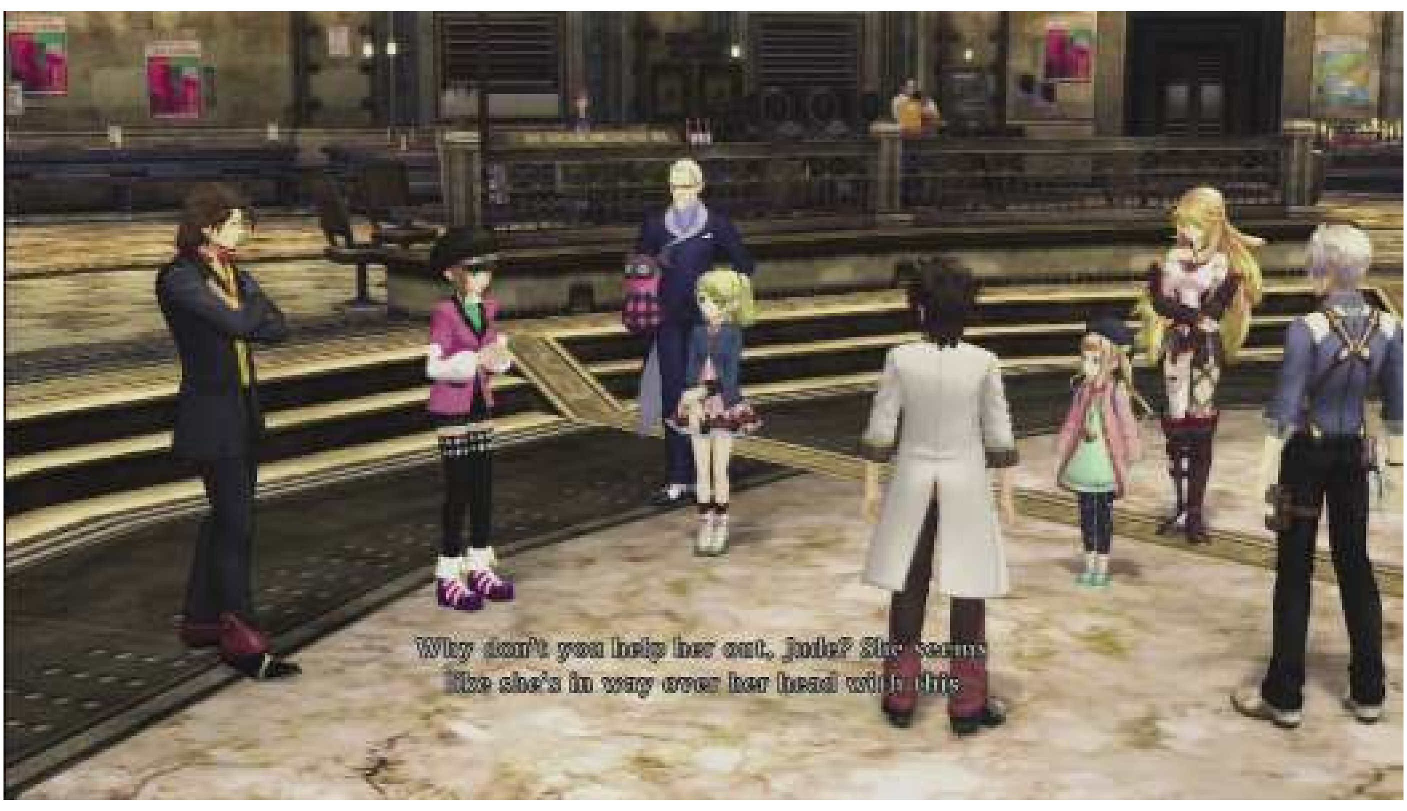
Drellin


Central Plaza
1
START

Drellin Fractured


Auberge Trotha Dining Room
S
Drellin Station
Central Plaza
Catamar Heights (Fractured)

Nova Needs a Hand

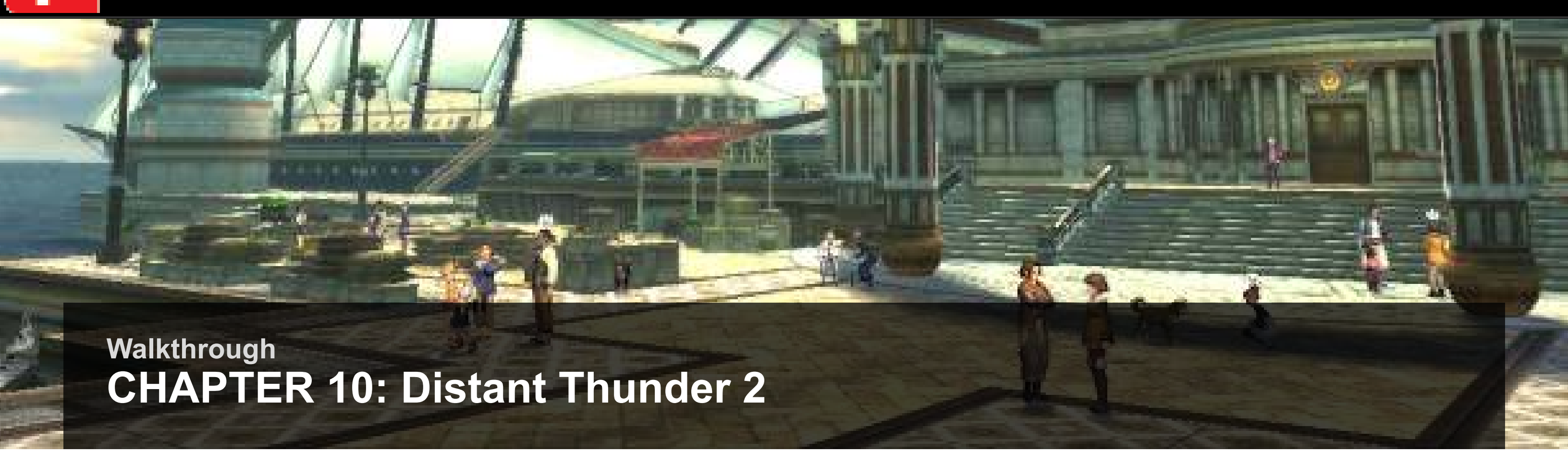

Why don't you help her out, Jude? She seems
like she's in way over her head with this.

1 To start the chapter, head to Drellin and talk to Nova in Central Plaza. One of her clients is giving her a death glare, and she needs help dealing with them. Half the group will confront the tough customer while the "B Team" goes to check out the next Fractured Dimension.

Before you dash off on your mission in the Fractured Dimension, make sure to check out the local shops for new armor.

It really freaked me out!

L1: **Don't tell me you want my help with this?**	R1: **Isn't customer service your job?**



Walkthrough

CHAPTER 10: Distant Thunder 2

Field

Catamar Heights (Fractured)

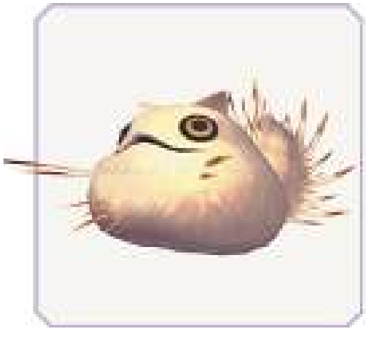
Required Teammates	Ludger Milla Leia Elize
Inn Price	—
Elemental ore	14–45
Enemies Level	45–49
Cats	—

Enemies

Withered Treant

Type	●
HP	8580/9840
Weak	● ●
Strong	● ●

Swamp Polwigle



Type	●
HP	3989/4575
Weak	● ●
Strong	●

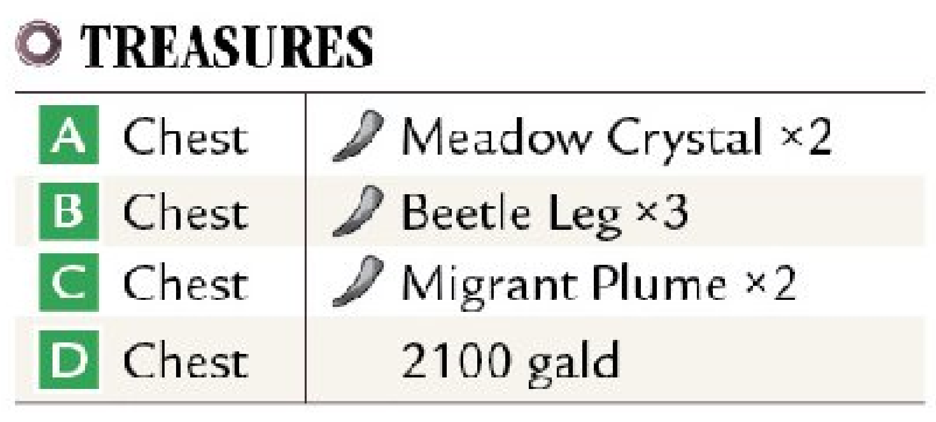
Western Wolf

Type	●
HP	3989/4575
Weak	● ●
Strong	● ●

Striker Crab Man

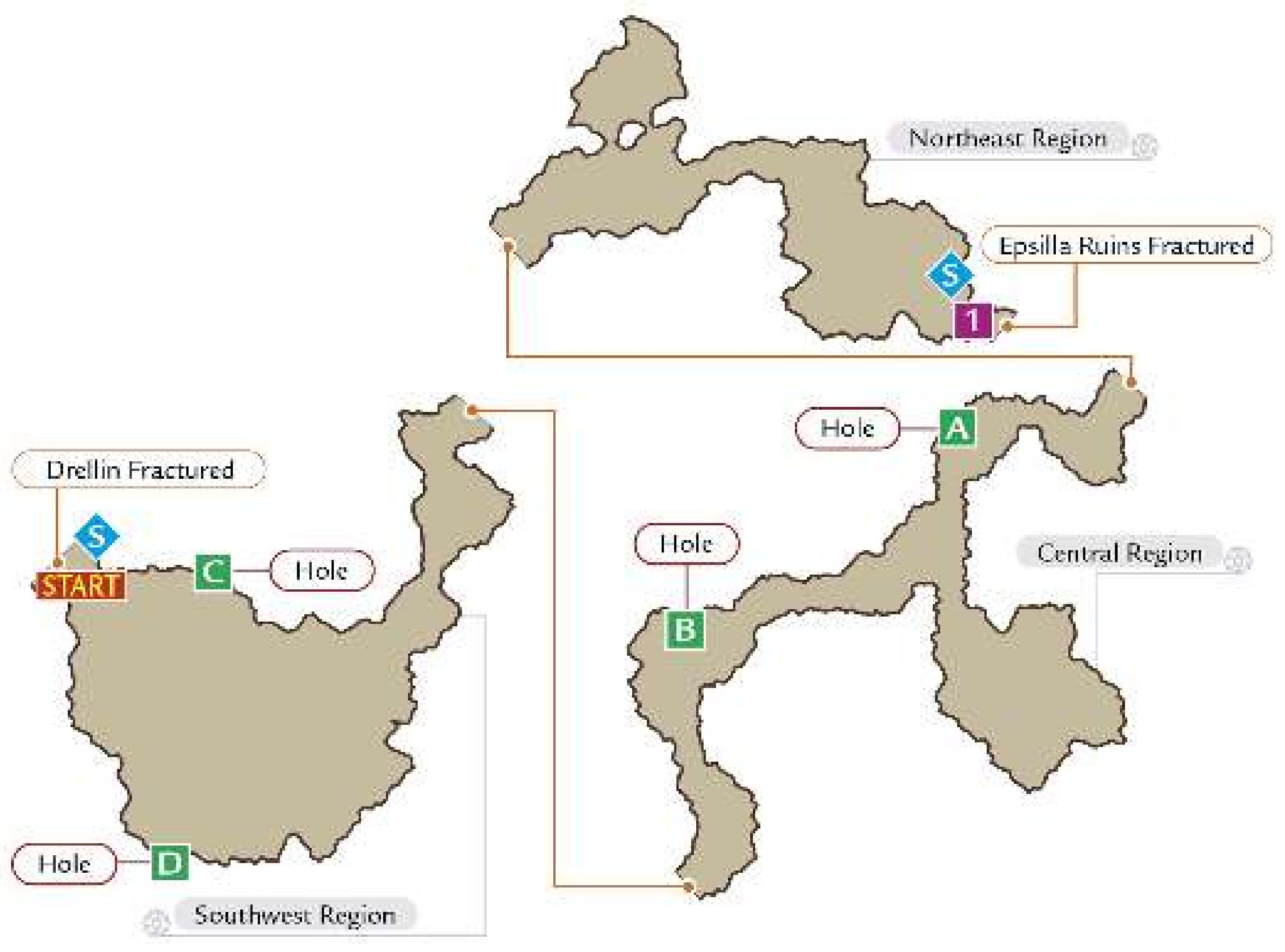
Type	●
HP	4547/5215
Weak	● ● ●
Strong	● ●

Catamar Heights Fractured



TREASURES

A	Chest	Meadow Crystal ×2
B	Chest	Beetle Leg ×3
C	Chest	Migrant Plume ×2
D	Chest	2100 gald


Northeast Region
Epsilla Ruins Fractured
S
1
Hole
A
Drellin Fractured
S
START
C
Hole
Hole
B
Central Region
Hole
D
Southwest Region

Use Blades for Slashing Damage

2621 DAMAGE
3448 249
3839 222
2833 236
2192 258

The enemies are the same as those in the prime dimension, but the treasures are all new. If you didn’t visit this area in the previous interval, note that most of the monsters in Catamar Heights are weak to slashing damage. Milla is the only other party member that can deal Slash-type damage, so consider putting Elize or Leia on healing duty. Also, make sure you adjust your artes and weapons to avoid those with Fire-, Wind-, Light-, or Dark-type elemental properties, as you’ll face foes resistant to each of those damage types.

1 Battle your way through the area as quickly as possible and head straight for the Epsilla Ruins.

Milla Maxwell. The other one sure has some good friends.

L1: **Do you want to meet the other Milla?** (Milla affinity +250)	R1: **Jealous?**

Walkthrough

CHAPTER 10: Distant Thunder 3

Dungeon

Epsilla Ruins (Fractured)

Required Teammates	Ludger Milla Leia Elize
Inn Price	—
Elemental ore	14–45
Enemies Level	45–49
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Epsilla Ruins (Fractured)	Main	The Structure of the Fractured Dimension	Anywhere	—	L1: None R1: Elize +250, Elle +250	Ludger Elize Elle Milla Leia

Enemies

Nocturnal Mandragora

Type ●	
HP	4740
Weak	● ●
Strong	●

Ruin Guardian

Type ●	
HP	10048
Weak	●
Strong	●

Wandering Skeleton

Type ●	
HP	25050
Weak	—
Strong	● ● ● ● ● ● ● ● ●

Ruin Merfish

Type ●	
HP	5024
Weak	● ●
Strong	●

Ruin Bat

Type ●	
HP	4408
Weak	● ●
Strong	●

Epsilla Ruins Fractured

TREASURES

A	Chest	Hanuman Shaft ×1
B	Chest	Fortune Rod ×1
C	Chest	Dual Edge ×1
D	Chest	Sage Knives ×1
E	Chest	Claricite ×1
F	Chest	Lumicite ×1
G	Chest	Puricite ×1
H	Chest	Moonstone ×1
I	Chest	Aquamarine ×1
J	Chest	Ruby ×1
K	Chest	Garnet ×1
L	Chest	Opal ×1
M	Chest	Glowfruit ×1
N	Chest	Secret Seed ×1
O	Chest	Finest Fur ×1
P	Chest	Whirling Seashell ×1
Q	Chest	Crystal Seashell ×1
R	Chest	Beautiful Insect Wings ×1
S	Chest	Aphid King ×1
T	Chest	Gelatin ×1
U	Chest	Animal Glue ×1
V	Chest	Rare Metal ×2
W	Chest	Giant Fish Fin ×1
X	Chest	Veggie Set ×1
Y	Chest	Spicy Chicken Roll (Small) ×1
Z	Chest	Seafood Set ×1
a	Chest	Indigo Orb ×1
b	Chest	Soda Rice (Small) ×1
c	Chest	Yellow Orb ×1
d	Chest	9200 gald
e	Chest	Melange Gel ×3

RANDOM ITEMS

• Loot Bag

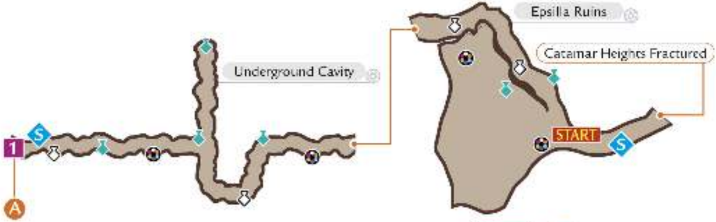
500 gald	18%
250 gald	14%
1000 gald	10%
1500 gald	10%
Ice Pop ×1	8%
Gold Dust ×1	8%
Iron Sand ×1	8%
Geode ×1	8%
Tofu Cracker (Medium) ×1	8%
Pudding Cake (Small) ×1	8%

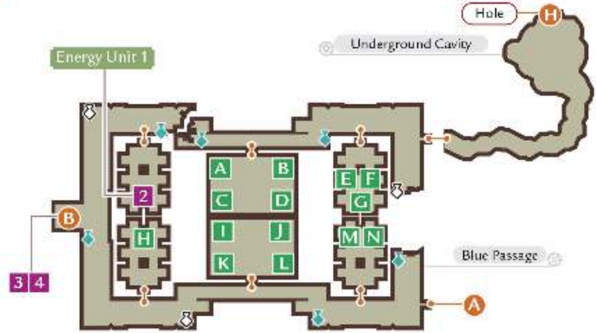
Gathering Point

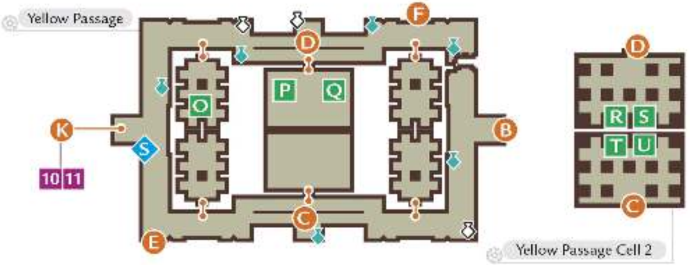
Beast Dung ×1~3	14%
Iron Sand ×1~3	14%
Broken Fang ×1~3	12%
Hard Scale ×1~3	12%
Rotten Bone ×1~3	12%
Gold Dust ×1~3	12%
Geode ×1~3	12%
Pointy Talons ×1~3	12%

Gathering Point Blue Passage Yellow Passage Red Passage

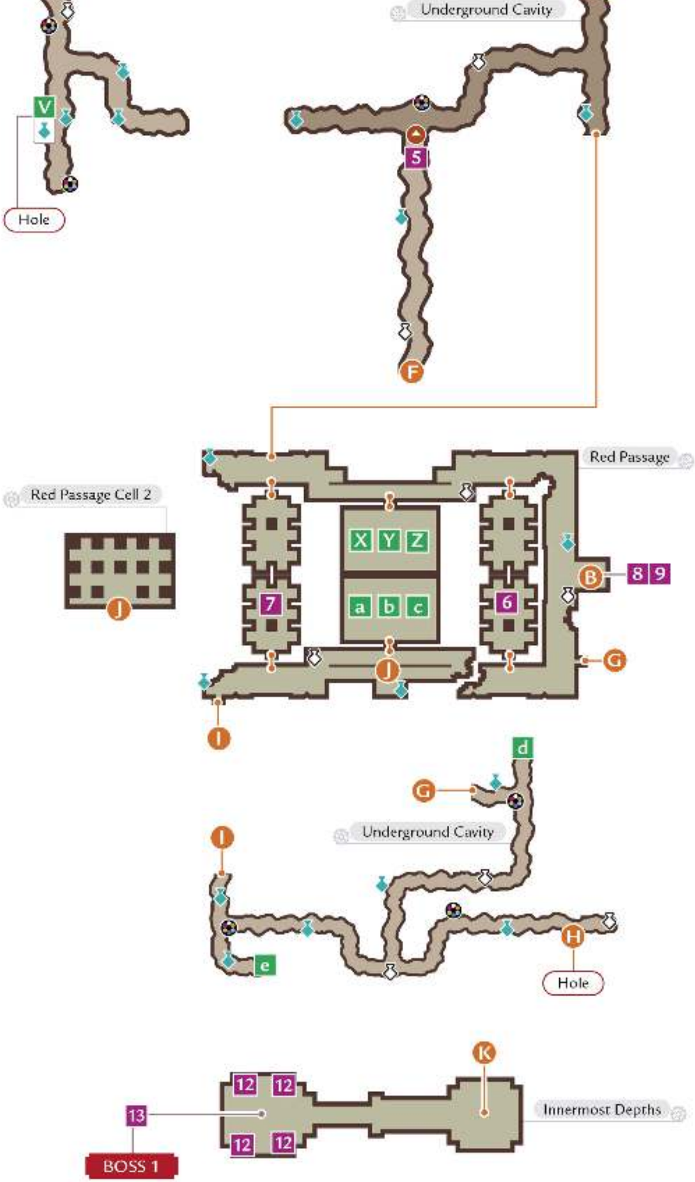
Hard Scale ×1~3	24%
Beast Dung ×1~3	24%
Broken Fang ×1~3	22%
Rotten Bone ×1~3	22%
Rare Metal ×1~2	8%


Epsilla Ruins
Catamar Heights Fractured
Underground Cavity
START
S
S
1
A


Hole
H
Underground Cavity
Energy Unit 1
2
A
B
C
D
E
F
G
H
I
J
K
L
M
N
B
3
4
Blue Passage
A

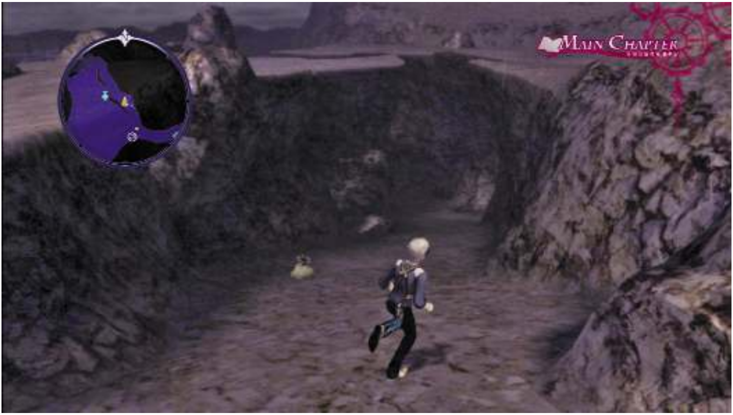

Yellow Passage
F
D
P
Q
O
K
10
11
S
B
C
E
D
R
S
T
U
C
Yellow Passage Cell 2

E
Underground Cavity
W


Underground Cavity
V
Hole
5
F
Red Passage Cell 2
J
Red Passage
X
Y
Z
a
b
c
7
6
B
8
9
G
J
I
d
G
Underground Cavity
I
e
H
Hole
K
12
12
12
12
Innermost Depths
13
BOSS 1

Note

The walls in the ruins are the same nondescript material, but there are three different sections that are indicated by the glowing color of the lights that illuminate the halls.


MAIN CHAPTER

1 Run down the long ramp into the ruins to escape the storm.

I'm not a 'fraidy cat, y'know.

L1: **I know. You're a brave kid.**

R1: **Nothing wrong with being scared.**

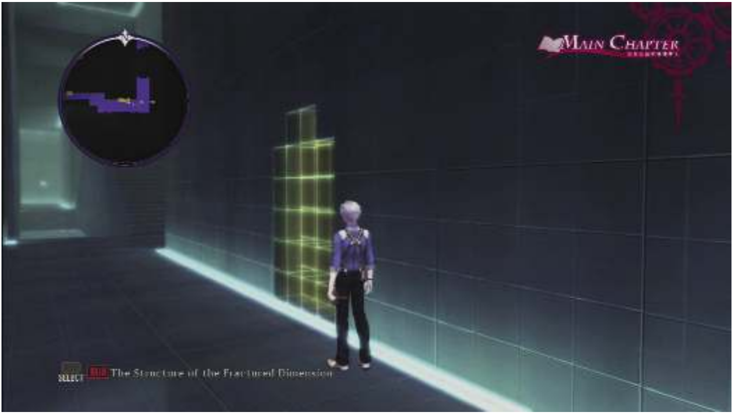
Was Rollo with us when we entered the rift?

L1: **Definitely!**

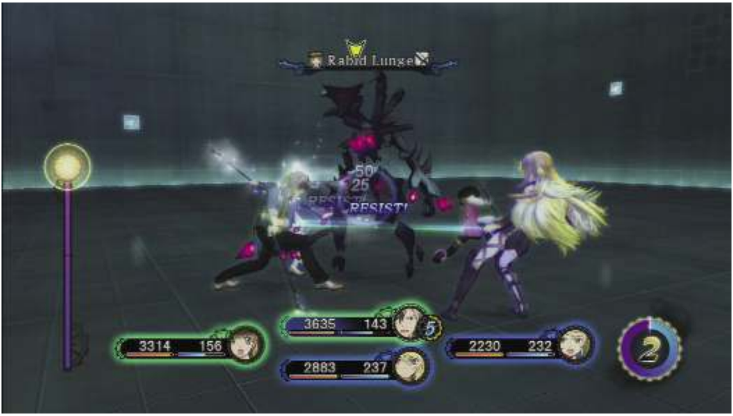
R1: **I'm not sure...**

AC+1
AC+1
330
AC+1
AC+1
3533 DAMAGE!!
7 HITS!!
1321
3906 137
8
3507 184
2230 183
2883 239
2

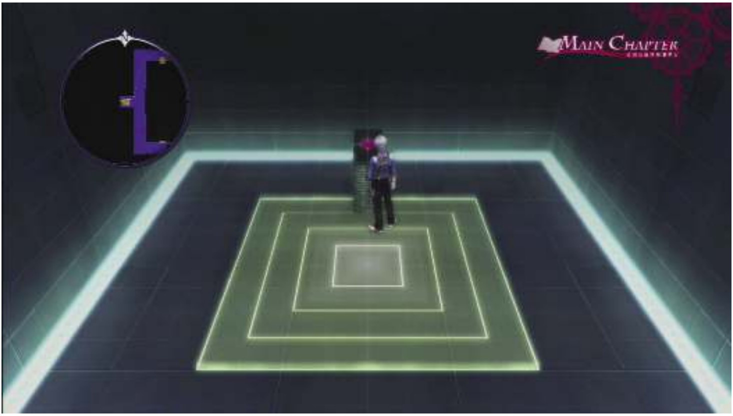
The Ruin Guardian is the most significant threat when strolling through the catacombs. Like most power-type foes, they are great at defending. Also it has a lot of HP and incredible range with those massive arms. Similar to other hulking enemies, you should not fight them head-on. Instead circle around to attack their weak back. Use a Light-type weapon or artes to prey on its weakness, but avoid using any type of Earth weapons or artes as all foes in the ruins resist that damage type.


MAIN CHAPTER
SELECT
The Structure of the Fractured Dimension

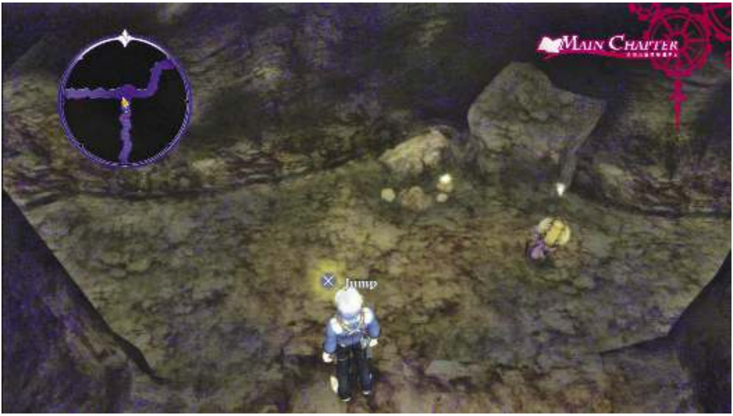
The ruins are filled with rooms that have high-tech doors that don’t appear until you approach them. The doors are invisible and blend perfectly into the tall walls that make up the square hallways. Always follow the inside walls to locate the emerging doorways and check the cube-shaped glowing objects that act as a sort of digital-looking treasure chest.


Rabid Lunge
50
25
RESIST!
3635 143
5
3314 156
2230 232
2883 237
2

2 There is a very unique creature in this area—the Wandering Skeleton is not a typical enemy. This foe has no weakness and is strong against all attack types. It would make sense to avoid this creature, but you have no choice and must defeat it to get the valuable Energy Unit it carries. Essentially, these are guardians of this complex and they hold the "keys" to access other sections. So how do you beat a foe that is resistant to all attack types? You build up the chromatus gauge and transform, because in that mode attacks have no specific damage type.

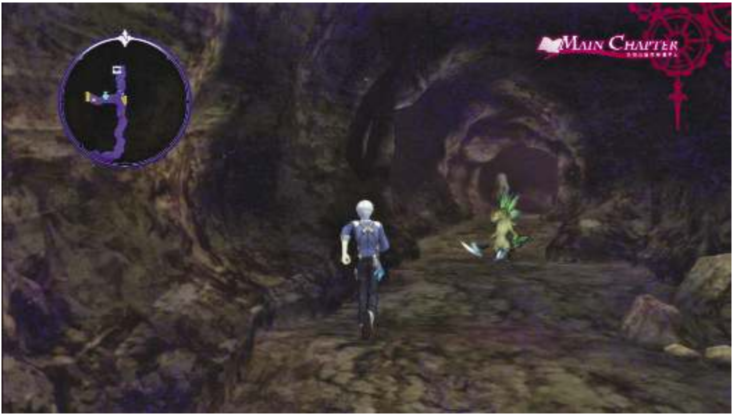

Main Chapter

3 **4** The ruins are actually a high-tech spyrite complex, and the only way to navigate this complex is using Energy Units as keys to operate transfer gates. These teleporting gates will take you to another section of the ruins. Pay close attention to the color of the light in each section as the halls all look the same. Use the device to go to the 2nd East Gate, which warps you to the Yellow Passage.


MAIN CHAPTER
Jump

Run to the west and enter Underground Cavity 3 to grab some Rare Metal, then continue around the perimeter of the Yellow Passage to the northern exit (F).

5 Enter the hole in the wall to venture into Underground Cavity 4. Jump down from the upper ledge to reach the lower level and reenter the ruins to go into the Red Passage.

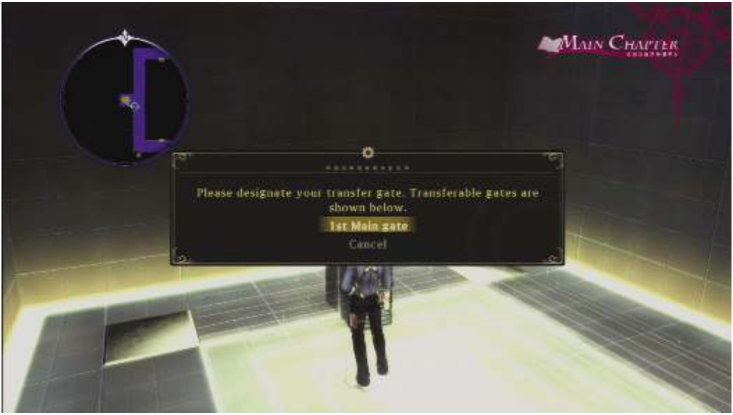

MAIN CHAPTER

6 Grab the treasures to the east and head to the southern corner to find another Wandering Skeleton in the large room in the corner. Defeat the gate keeper and go through the broken wall at point G to enter the Underground Cavity 5. The caverns are very narrow and it is hard to avoid combat, so collect the few treasures and sprint to the western exit at point I.

16138 DAMAGE!
3786 6 HITS!

7 There is not much to do in this small section of the Red Passage except deal with another Wandering Skeleton. Transform to wipe out the skeleton or use a Mystic Arte to deal massive damage.

8 **9** Now that you have both Energy Units from the Red Passage, go to the transfer gate at point B and teleport to the 2nd East Gate to go to the Yellow Passage (B).


MAIN CHAPTER

Please designate your transfer gate. Transferable gates are shown below.

1st Main gate

Cancel

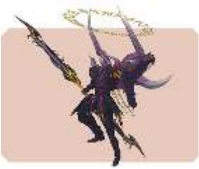
10 **11** Circle around the lower perimeter of the Yellow Passage to get to the transfer gate and finally warp to the 1st Main Gate (K).

MAIN CHAPTER

I'm looking forward to the day we can meet for real. And the day we can start living together in harmony.

12 Take the time to check the holographic portraits and listen to their messages before you engage Odin.

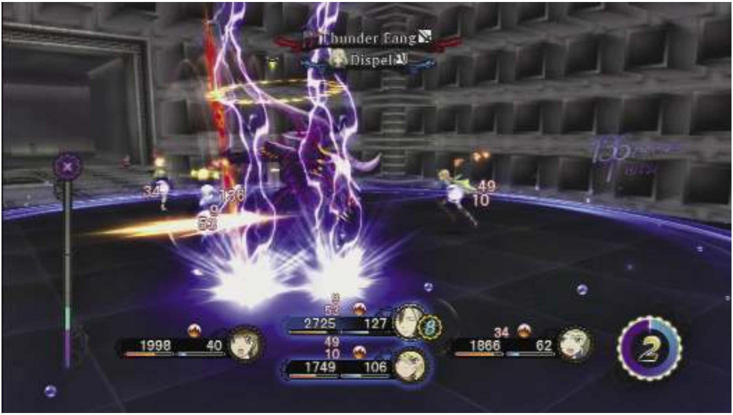
Boss Odin (Catalyst)



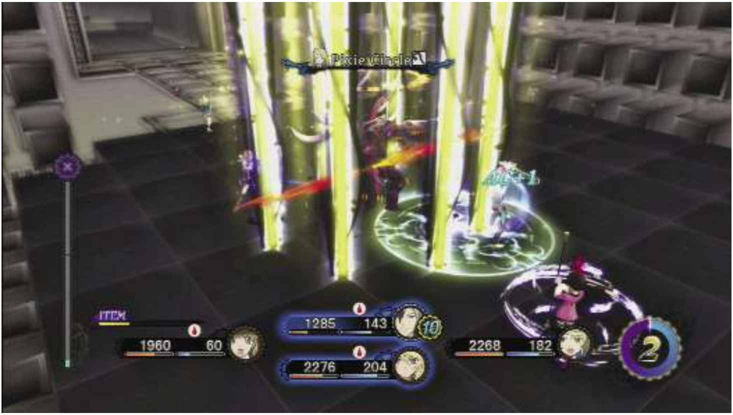
Level	46–50
Iron Stance	80
HP	164220–176460
Weak	●
Strong	● ● ● ● ●

Drop	Stone Ward (100%)/Ultimate Fertile Soil (100%)
Steal	All-Divide (5%)

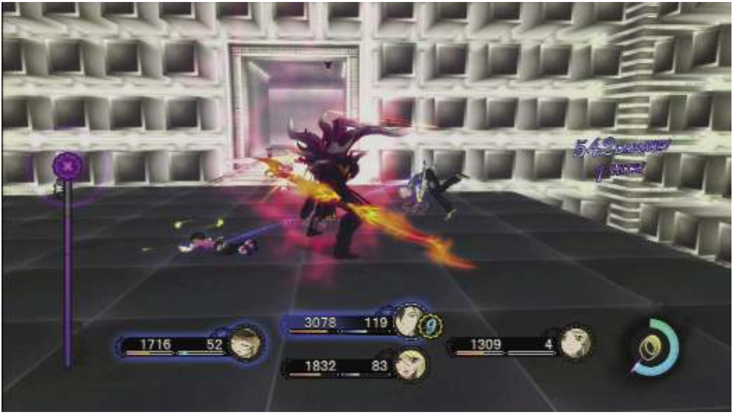
Understand the Boss’s Attack Range


Thunder Fang
Dispel
1998 40
2725 127
1749 106
1866 62
2

13 Odin uses artes like Cage of Radiance to attack the area around himself and ones like Thunder Fang to lunge forward at high speed. Thunder Fang is a forward lunge that has a long but very narrow range. As soon as you see the name of the arte appear, perform a side-step to step out of its path.


Pixie Circle
ITEM
1960 60
1285 143
2276 204
2268 182
2

Cage of Radiance sends a rain of light falling around the caster. It has the ability to knock party members down, which makes it particularly dangerous. So as soon as he holds his lance level to the ground, immediately begin blocking. Also, it may inflict the Confusion status, so set everyone to automatically use Panacea Bottles in the Auto-Items screen.


542
3078 119
1716 52
1309 4
1832 83

As Odin's HP gets low, he acquires a resistance to all attack types and has a red aura. At this point the boss will be very aggressive. You might want to guard a lot more until the aura disappears from his body. Otherwise, transform and try to finish him off.

Odin's other attacks are also powerful, but if you're able to take him from behind, he won't be able to deal too much damage to you. Also, make sure to use light-type weapons and artes to exploit his weakness.

What're you doing?

L1: **It's not so scary if I cover your ears, right?** (Elle affinity +250)

R1: **When I was little and scared of thunder, Julius would cover my ears.** (Elle affinity +300)

Bonus Scene: Elize (requires completion of Elize Episode 2)

You two really are like family, huh?

L1: **I guess this is what it's like to be a big brother.** (Elle affinity +250)

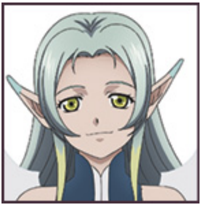
R1: **You have some people close to you who are like family, right?** (Elize affinity +300)

Debt Repayment Interval 10-11

Payment required	200000 gald

Character Episodes

Jude 3	
Location	Xian Du
Reward	Xillia Outfit 2,affinity +500



Muzét 1	
Location	Fennmont
Reward	Muzét color variation costume, Spirit Radio, affinity +500

Event Quest

19 Dissertation of the Six

Client	Party	Item	Location	Description	Reward
History Buff	Ludger, Jude, Alvin, Muzét	Find the Dissertation!	Orda Palace—Archives 2	A book in Orda Palace dissects the info found in the Book of the Six. Bring it to my friend.	8200 gald, 2624 Points, Skill Tome: “True Awakening” LU

20 Traces of Kinship: Part 2*

Client	Party	Item	Location	Description	Reward
Rideaux	Ludger, Jude	Code-J Data 2	Spirius Corp.—Entrance	A trader in Xian Du now possesses the Code-J Data. Retrieve it and bring it back to Spirius Corp.	7600 gald, 2432 Points

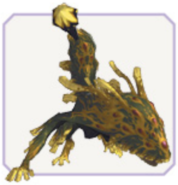
Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Kitty Sightings 23	—	Cannon’s collar	Barnauer Highroad	800 gald, 500 Points, Gummy Fishies
Kitty Sightings 24	—	Wily’s collar	Fennmont	800 gald, 500 Points, Gummy Fishies
Kitty Sightings 25	—	Noel’s collar	Fezebel Marsh	800 gald, 500 Points, Kitty Krisps
Kitty Sightings 26	—	Nanaly’s collar	Laforte Research Center	800 gald, 500 Points, Gummy Fishies
Kitty Sightings 27	—	Carolina’s collar	Arklund Quag	800 gald, 500 Points, Gummy Fishies
Hassle at the Tatalian Abyss 3**	Silver Token	Pink Emerald ×5	Tatalian Abyss	8600 gald, 1677 Points
Burned Out	Silver Badge	Mysterious Bead	Xailen Woods	800 gald, 100 Points, Silver Dice
Got Any Good Weapons?	—	Obsidian	Laforte Research Center	800 gald, 100 Points, Mega Tornado

Monster Hunting Quests

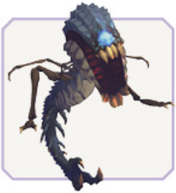
Quest Name	Required Title	Target	Location	Rewards
The Veywind Eye Strikes Back!***	Silver Badge	Veywind Stinger, Veywind Eye	Torbalan Highroad	60000 gald, 15000 Points, Horns
Trouble in the Area	Silver Badge	Rashugal Battlecorps Deserter	Barnauer Highroad	800 gald, 100 Points, Striped Hat

Elite Monster info

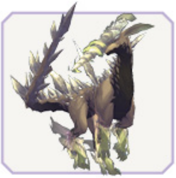


Croak of Doom: Fortune Stepper!

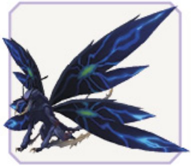
Client	Location	Rewards
Spirius Corp.	Tatalian Abyss	60000 gald, 18000 Points



Ravenous Insect: Hammerzamm!		
Client	**Location**	**Rewards**
Hammer Smith	Felgana Mine	60000 gald, 18000 Points



Speed Demon: Wind Racer!		
Client	**Location**	**Rewards**
Spirius Corp.	Catamar Heights	60000 gald, 18000 Points



Giant Insect: Krudis Eye!		
Client	**Location**	**Rewards**
Researcher	Barnauer Highroad	50000 gald, 15000 Points

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Call from Nova (10)	Anywhere	—	—	Ludger Elle
Debt Repayment Interval	Etc.	Vera's Broken Heart	Anywhere	Before debt repayment	L1: Elize +250, Leia +250 R1:None	Ludger Elize Leia
Debt Repayment Interval	Etc.	Serve the Servants	Anywhere	Before debt repayment	L1: None R1: Muzét +250	Ludger Jude Alvin Gaius Muzét
Debt Repayment Interval	Main	Call from Vera (5)	Anywhere	After debt repayment	—	Ludger Elle
Debt Repayment Interval	Etc.	Nova's Secret	Anywhere	After Debt Repayment	L1: Rowen +250 R1: Alvin +250	Ludger Rowen Alvin Leia Muzét
Debt Repayment Interval	Etc.	Who's Mabo Curry?	Anywhere	After debt repayment Mabo Curry is in effect	L1: Rowen +250 R1: Elle +250	Ludger Rowen Elle Gaius

*: Occurs after completing Traces of Kinship: Part 1.

**: Occurs after completing Hassle at the Tatalian Abyss 2.

***: After defeating Veywind Eye.

Debt Repayment Interval 10-11

Town

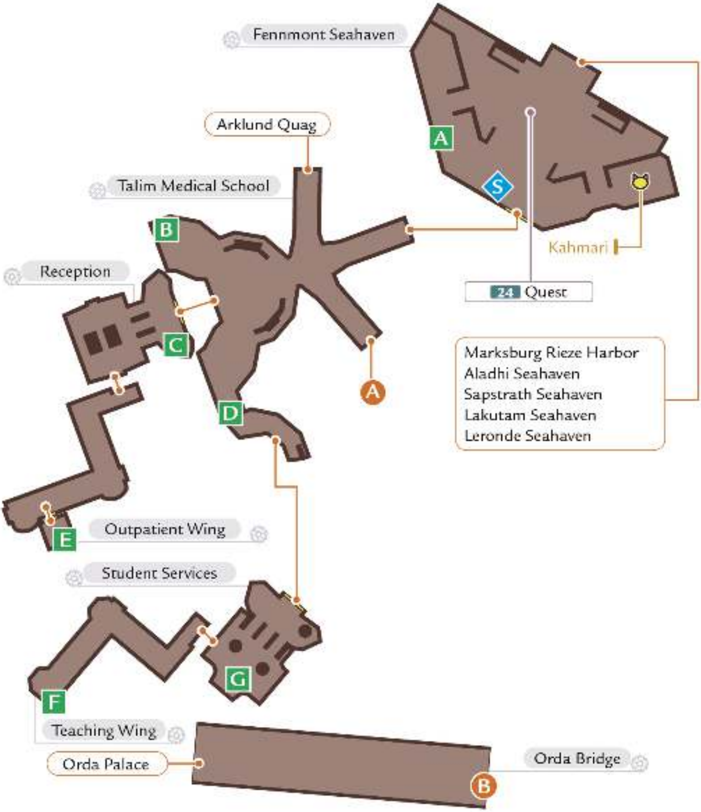
Fennmont

Required Teammates	—
Inn Price	300 gald
Elemental Ore	—
Enemies Level	—
Cats	Kahmari, Wily, Suzuki

Fennmont

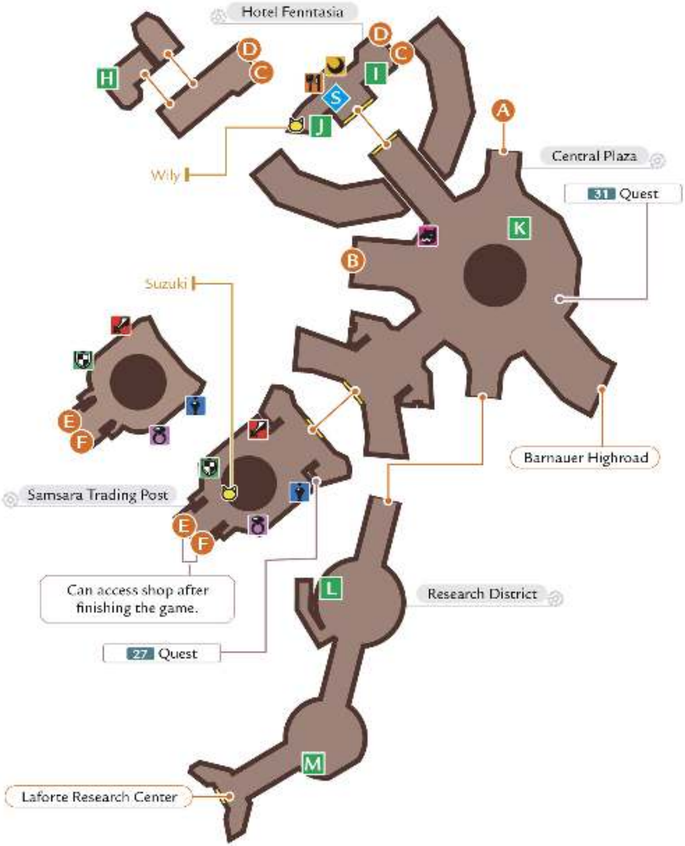
ITEM DATA

A	Box	Whirling Seashell ×2
B	Flowerbed	Sage ×1
C	Plant	Lavender ×1
D	Flowerbed	Feather ×1
E	Desk	Fine Down ×2
F	Locker	Croquette Bun (Medium) ×1
G	Counter	Quill Pen ×1


Fennmont Seahaven
Arklund Quag
Talim Medical School
Reception
Outpatient Wing
Student Services
Teaching Wing
Orda Palace
Orda Bridge
A
B
C
D
E
F
G
S
A
B
Kahmari
24 Quest
Marksburg Rieze Harbor
Aladhi Seahaven
Sapstrath Seahaven
Lakutam Seahaven
Leronde Seahaven

HIDDEN ITEMS

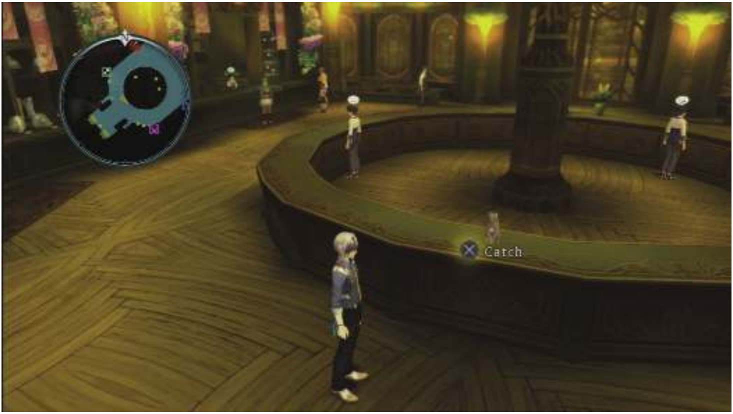
H	Drawers	Tanned Leather ×1
I	Table	Heart Herb ×1
J	Barrel	"Moonlight" Bourbon ×1
K	Box	Yellow Orb ×2
L	Street Light	Anonymous Seed ×1
M	Street light	Beautiful Insect Wings ×1


Hotel Fenntasia
D
C
H
D
C
I
S
J
Wily
A
Central Plaza
31 Quest
K
B
Suzuki
E
F
Samsara Trading Post
E
F
Can access shop after finishing the game.
27 Quest
Barnauer Highroad
L
Research District
M
Laforte Research Center

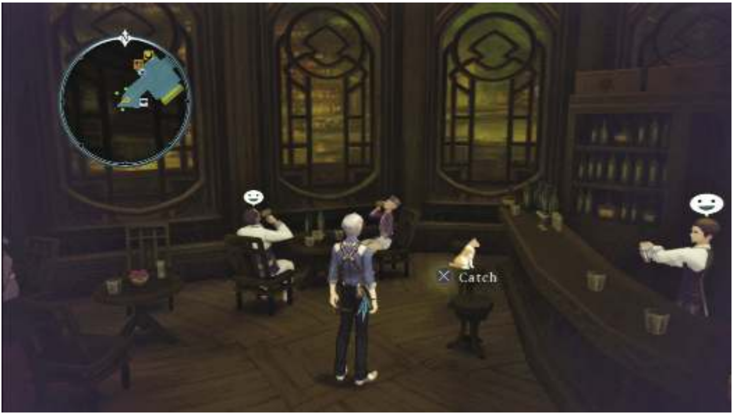
Powerful Weapons Are Available, but They Don't Come Cheap

A number of new weapons and armors become available for your companions, including Jude’s Insect Maw and Alvin’s Heavy Anchor. Additionally, you can now Custom Order new items, including weapons with elemental properties. Make sure to check out the selection available for both. Of particular note is Prometheus (Wind), which is an inherently powerful weapon in addition to its Wind-element damage type. Gather the materials and order one if you can.

When you arrive at the port, don’t be overzealous to explore Fennmont and miss Fishy in the corner.



Check the large ring-shaped counter on the first floor of Samsara Trading to find Suzuki.



Perched on a stool at the bar in Hotel Fenntasia, you can find Wily and its Item Quest collar.

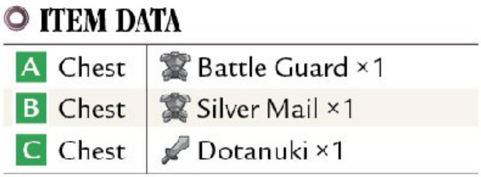
Debt Repayment Interval 10-11

Town

Orda Palace

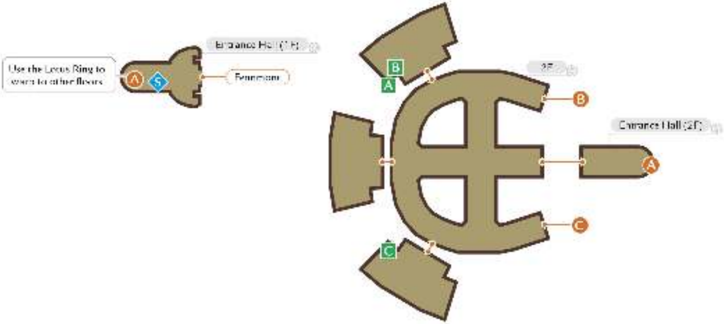
Required Teammates	—
Inn Price	—
Elemental Ore	—
Enemies Level	—
Cats	Keele

Orda Palace



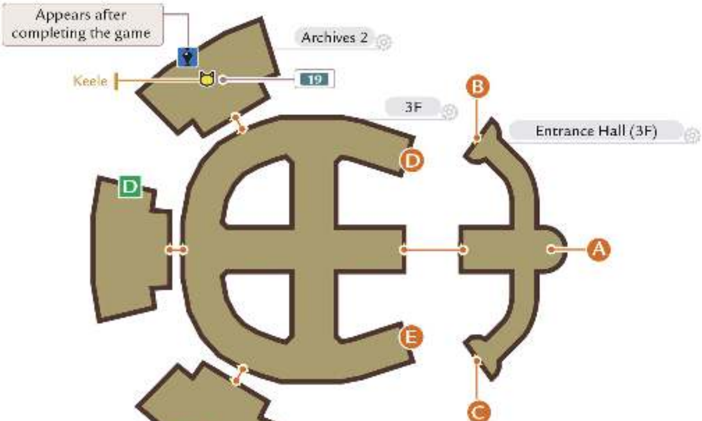
ITEM DATA

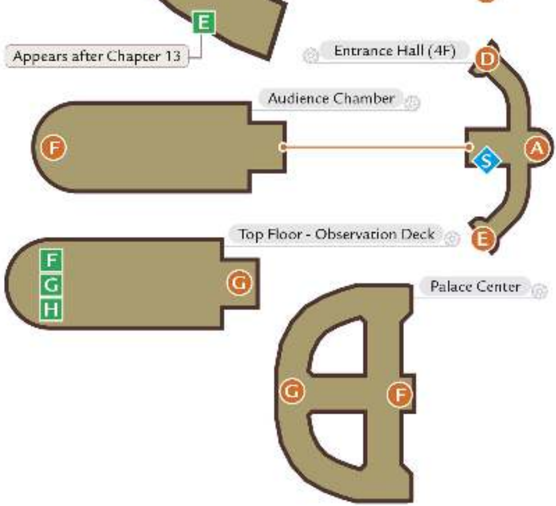
A	Chest	Battle Guard ×1
B	Chest	Silver Mail ×1
C	Chest	Dotanuki ×1


Entrance Hall (1F)
Use the Locus Ring to warp to other floors
A
S
Fennmore
B
A
2F
B
Entrance Hall (2F)
A
C
C

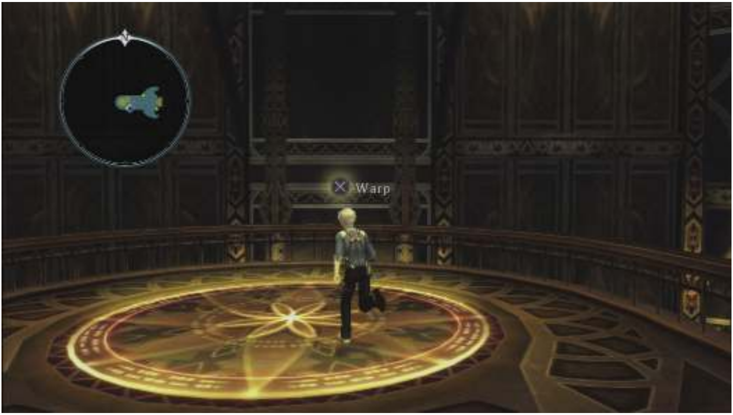
TREASURES

D	Vase	Water Lily ×1
E	Vase	Gaius Dumpling ×1
F	Chest	Tourbillon ×1
G	Chest	Gaius Dumpling ×1
H	Chest	Exceed ×1

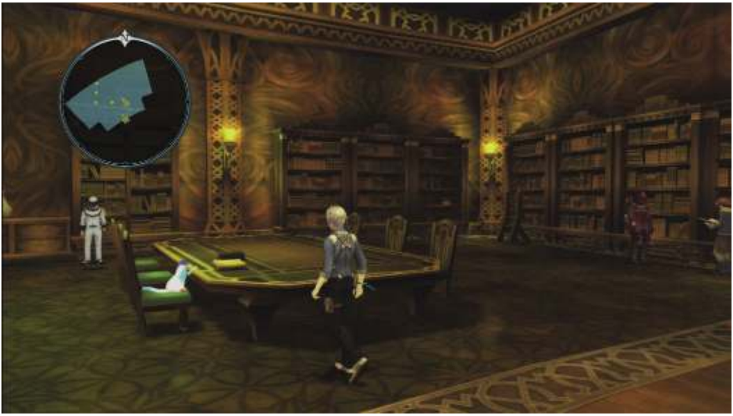

Appears after completing the game
Archives 2
Keele
19
3F
B
Entrance Hall (3F)
D
D
A
E
C


E
Appears after Chapter 13
Entrance Hall (4F)
D
Audience Chamber
F
A
S
Top Floor - Observation Deck
E
F
G
H
G
Palace Center
G
F

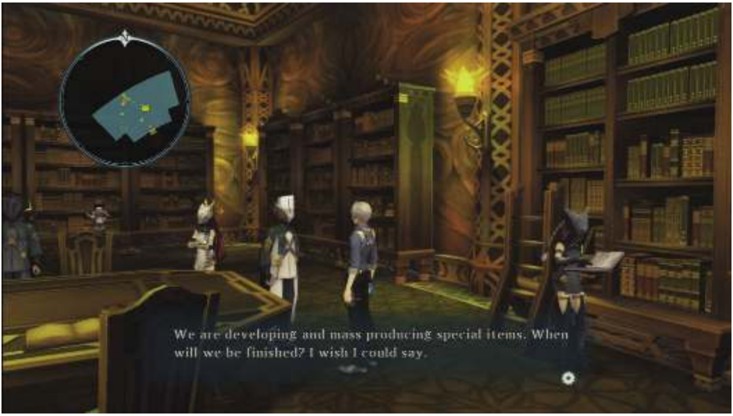
Search the Palace for Items



Use the large circular floor panel called a Lotus Ring to warp from floor to floor. Go to the second floor to collect armor and a sword, then return to the Lotus Ring to warp to the third floor.



On the third floor, go to the Archives 2 room in the northwest corner. Keele the cat is siting on a chair and is hard to miss due to its blue-and-white coloring. Notice that the cat is pawing at a book on the table. This book is the one you need to complete Event Quest 19.



We are developing and mass producing special items. When will we be finished? I wish I could say.

There are also two people to speak with in the Archives room that make references to coming back later. Return to this room when you complete the game. Check out the other floors if you wish, but make sure to go to the Top Floor—Observation Deck to find several items.

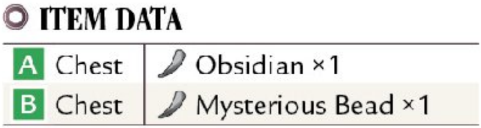
Debt Repayment Interval 10-11

Town

Laforte Research Center

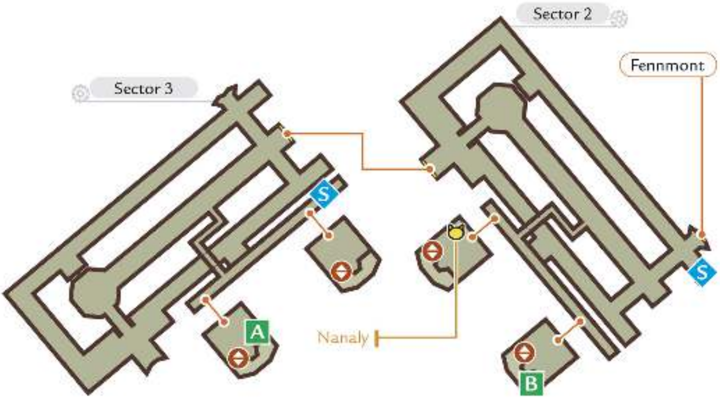
Required Teammates	—
Inn Price	—
Elemental Ore	—
Enemies Level	—
Cats	Nanaly

Laforte Research Center



ITEM DATA

A	Chest	Obsidian ×1
B	Chest	Mysterious Bead ×1


Sector 2
Fennmont
Sector 3
S
S
A
B
Nanaly

Visit the Labs from Tales of Xillia 1

There is not a lot of action in Laforte Research Center, but there is an Obsidian and Mysterious Bead to collect. Also, you will want to visit this area to find Nanaly and its Item Quest collar in Sector 2—Laboratory 08.

Debt Repayment Interval 10-11

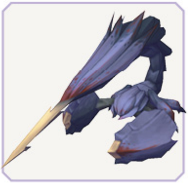
Field

Barnauer Highroad

Required Teammates	—
Inn Price	—
Elemental Ore	14–45
Enemies Level	46–50
Cats	Lucy, Cannon

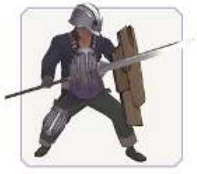
Enemies

Scorpion



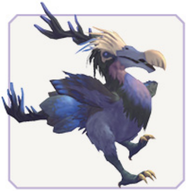
Type ●	
HP	5119
Weak	● ●
Strong	—

Rashugal Battlecorps Deserter



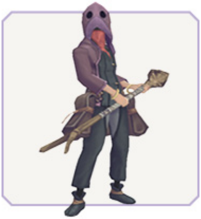
Type ●	
HP	4830
Weak	—
Strong	● ●

Antler Beak



Type ●	
HP	5119
Weak	●
Strong	●

Rashugal Spiritcorps Deserter



Type ●	
HP	4830
Weak	● ●
Strong	●

Barnauer Highroad

TREASURES

A	Chest	Duel Helm ×1
B	Chest	Black Egg ×1
C	Chest	Mysterious Liquid ×2
D	Chest	Rare Metal ×1
E	Tree	Cat Collar ×1
F	Chest	12000 gald
G	Chest	Giant Fish Fin ×1
H	Chest	6300 gald

RANDOM ITEMS

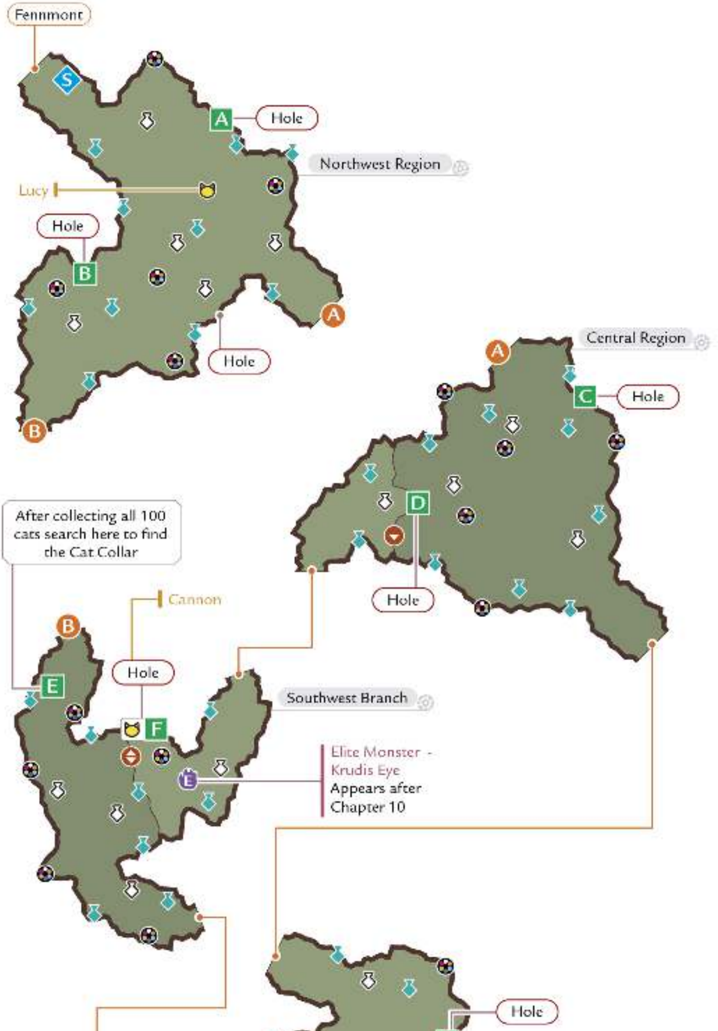
Loot Bag

1000 gald	18%
500 gald	14%
Lemon Gel ×1	10%
2000 gald	10%
Gummy Fishies ×1	8%
Copper Ore ×1	8%
Lose Stick ×1	8%
Fruit Yakisoba (Small) ×1	8%
Meat Sauce Pasta (Small) ×1	8%
Veggie Sticks (Small) ×1	8%

Gathering Point

Iron Sand ×1~3	12%
Wood Chunk ×1~3	12%
Spiderweb ×1~3	10%
Copper Ore ×1~3	10%
Herb ×1~3	10%
Wildgrass Seeds ×1~3	10%
Wild Bird Egg ×1~3	10%

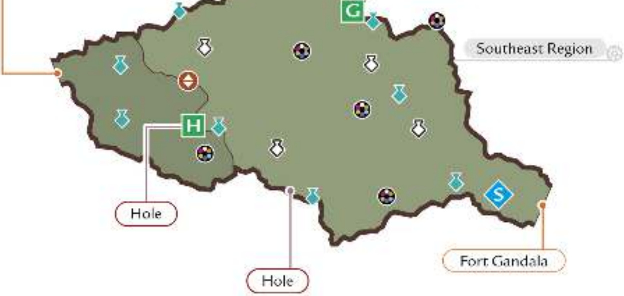
Beetle Leg ×1~3	10%
Black Egg ×1~2	8%
Migrant Plume ×1~2	8%



After collecting all 100 cats search here to find the Cat Collar

Elite Monster - Krudis Eye
Appears after Chapter 10

Fennmont
S
A
Hole
Northwest Region
Lucy
Hole
B
A
Hole
B
Central Region
A
C
Hole
D
Hole
Cannon
B
E
Hole
F
Southwest Branch
E
Hole


G
Southeast Region
H
S
Hole
Hole
Fort Gandala

Fill Your Party with Powerful Artes Casters

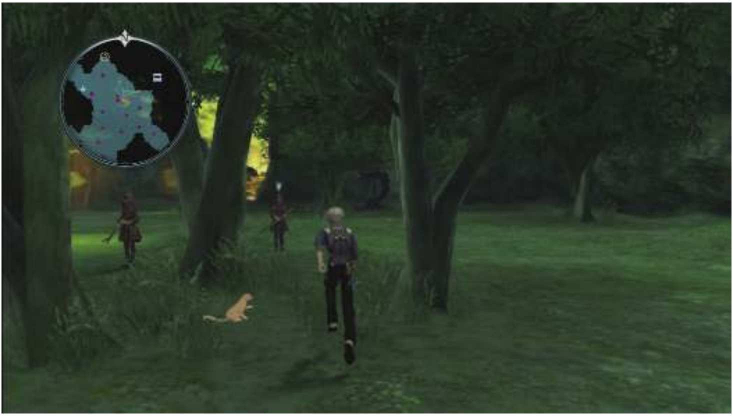
Flare Bomb
582
371
510
1706 DAMAGE
4 HITS
3621 224
2
2974 171
2981 162
2635 288

The Rashugal Battlecorps Deserters are the most dangerous of the foes you'll face on the Barnauer Highroad, thanks to their lack of any weakness and their ability to heal themselves with a Lemon Gel when their HP gets low. Beat them with a party of powerful offensive magical artes users like Elize and Milla.

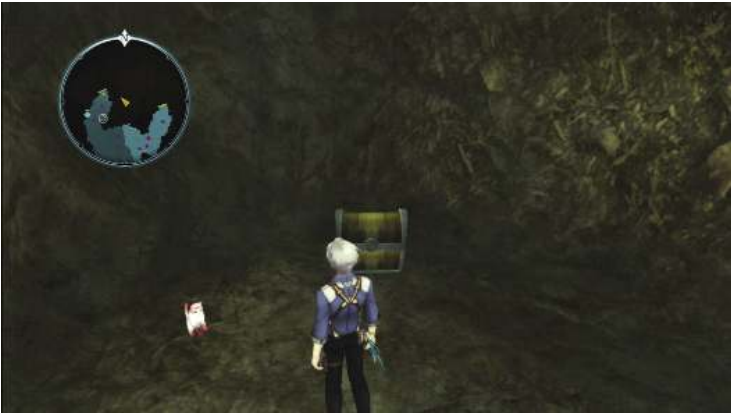
Morning Glory
POWER HIT!
58
AC+1
AC+1
2101 DAMAGE
8 POWER HITS
252
271

3614 215
5
2967 100
2411 242
2932 108

Also, note that the Antler Beaks here can use a thrusting attack with their beaks that sends party members flying and knocks them down. Antler Beaks are weak to guns, so keep your distance when they appear and try to snipe them out from afar.



When exploring the Northwest Region, check the center of the map to find Lucy the cat in the center of a trio of trees.



In the Southwest Branch is a small cave in the north, just before a steep drop off, where Cannon the cat and its precious collar are hiding.

Debt Repayment Interval 10-11

Field

Arklund Quag

Required Teammates	—
Inn Price	—
Elemental Ore	14–45
Enemies Level	46–50/48–70 (during and after Muzét Episode 1)/58–62 (at the end of Chapter 13)
Cats	Carolina

Enemies

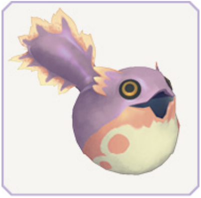
Quag Merfish

Type	
HP	5119/5310/6264
Weak	
Strong	

Bog Ribbit

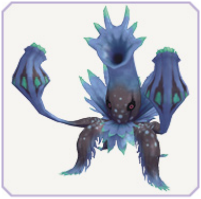
Type ●	
HP	4491/4659/5496
Weak	●
Strong	● ●

Bog Polwigle



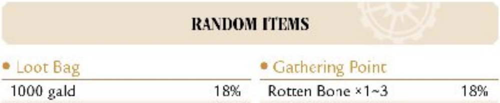
Type ●	
HP	4491/4659/5496
Weak	●
Strong	●

Bog Plant



Type ●	
HP	9660/10020/11820
Weak	● ●
Strong	● ●

Arklund Quag



RANDOM ITEMS

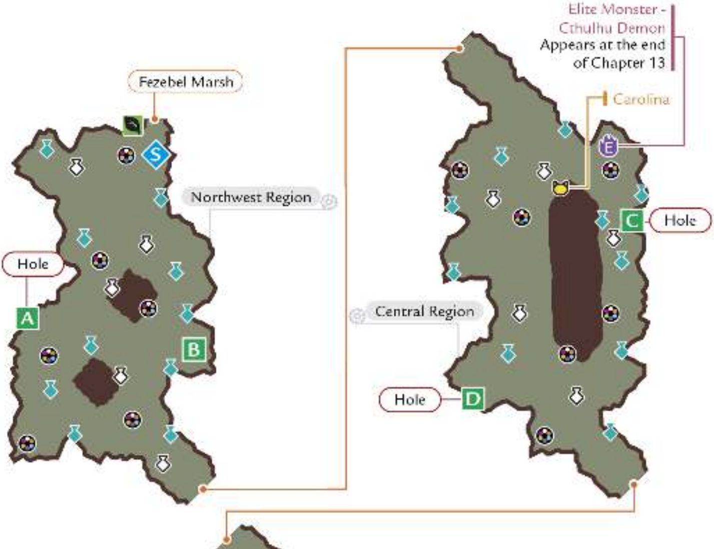
• Loot Bag		• Gathering Point	
1000 gald	18%	Rotten Bone ×1~3	18%

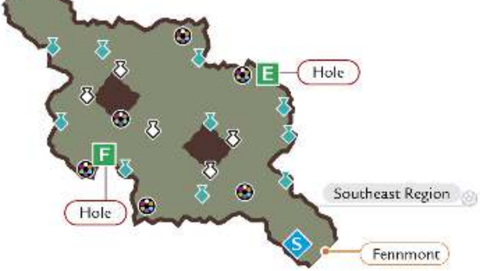
500 gald	14%
Pineapple Gel ×1	10%
2000 gald	10%
Dark Bottle ×1	8%
Lose Stick ×1	8%
Fruit n' Cheese (Small) ×1	8%
Holy Bottle ×1	8%
Potato Salad (Small) ×1	8%
Catnip ×1	8%

Pointy Talons ×1~3	18%
Wood Chunk ×1~3	18%
Hard Scale ×1~3	14%
Mushroom Powder ×1~3	14%
Monster Fluid ×1~2	10%
Giant Fish Fin ×1~2	8%

TREASURES

A	Chest	Black Ice ×1
B	Chest	Black Egg ×2
C	Chest	Amethyst ×1
D	Chest	8100 gald
E	Chest	5700 gald
F	Chest	Hazardous Liquid ×1


Fezebel Marsh
S
Northwest Region
Hole
A
B
Elite Monster - Cthulhu Demon
Appears at the end of Chapter 13
Carolina
E
C
Hole
Central Region
Hole
D


E
Hole
F
Hole
Southeast Region
S
Fennmont

Water-Type Enemies Appear in Large Quantities

Crushing Blow
1280 DAMAGE
3 HITS
2517 125
3621 225
3727 85
2262 233
2

The majority of the monsters that live in the Arklund Quag are Water-type, so make sure your party members aren't wielding Water-type weaponry. All of the enemies have a weakness to slash or strike damage, so switch between dual blades and sledgehammer as you fight through their numbers. Watch out for the quick, front-slashing attack of the Quag Merfish, which can interfere with your party's attempts to attack and use artes. Circle around them with free run to strike without interference. Also, the Bog Plant sweeps its hands in a forward arc to attack, so use the same tactic as you did for the Merfish by circling behind it and attacking with slashing-type attacks.

At the northern tip of a pond in the Central Region you can find Carolina (with its Item Quest collar) getting a drink.

Walkthrough

CHAPTER 11: Milla Maxwell 1

Town

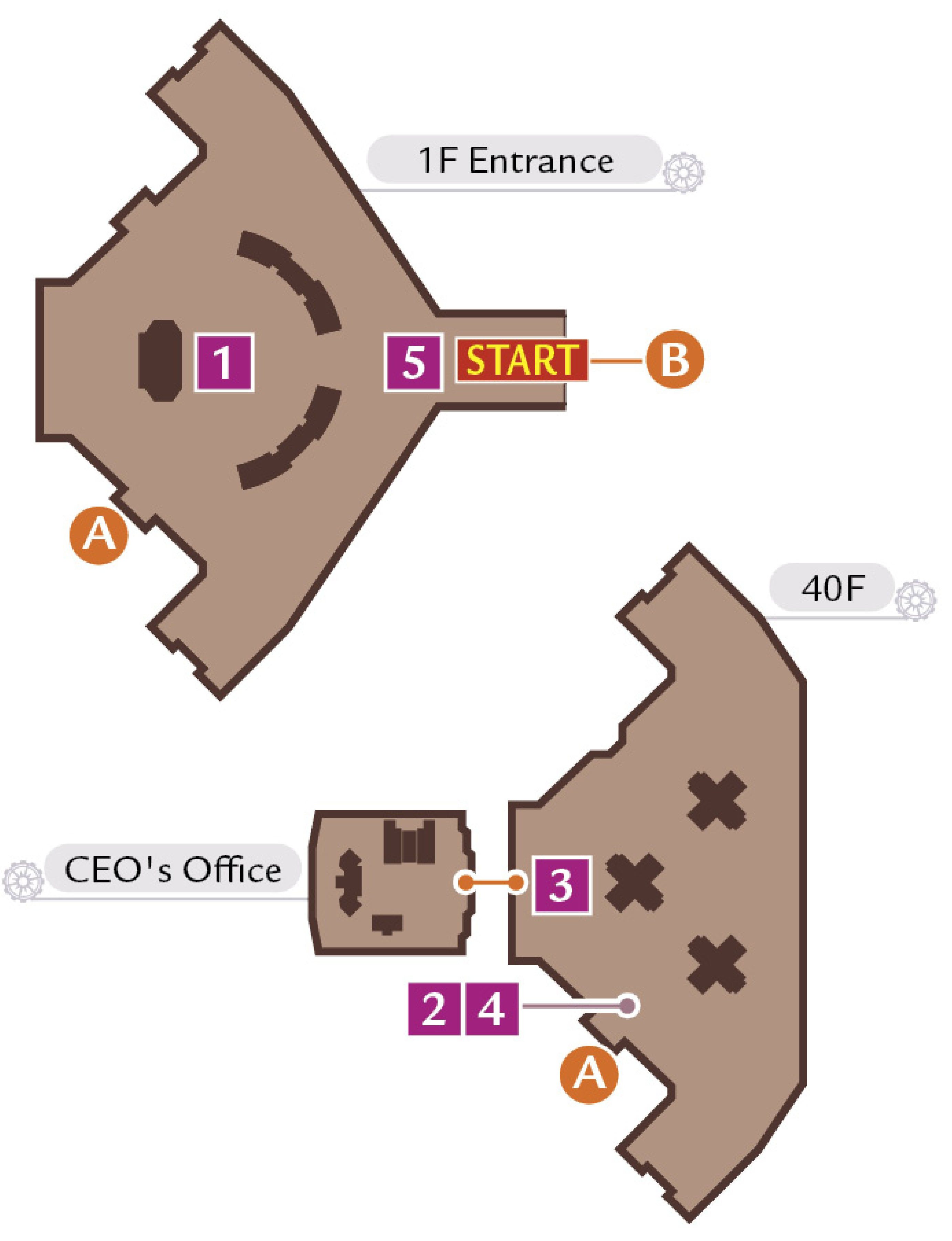
Spirius Corp. (4)—Trigleph

Required Teammates	Ludger Jude Milla Gaius Muzét
Inn Price	—
Elemental ore	—
Enemies Level	—
Cats	—

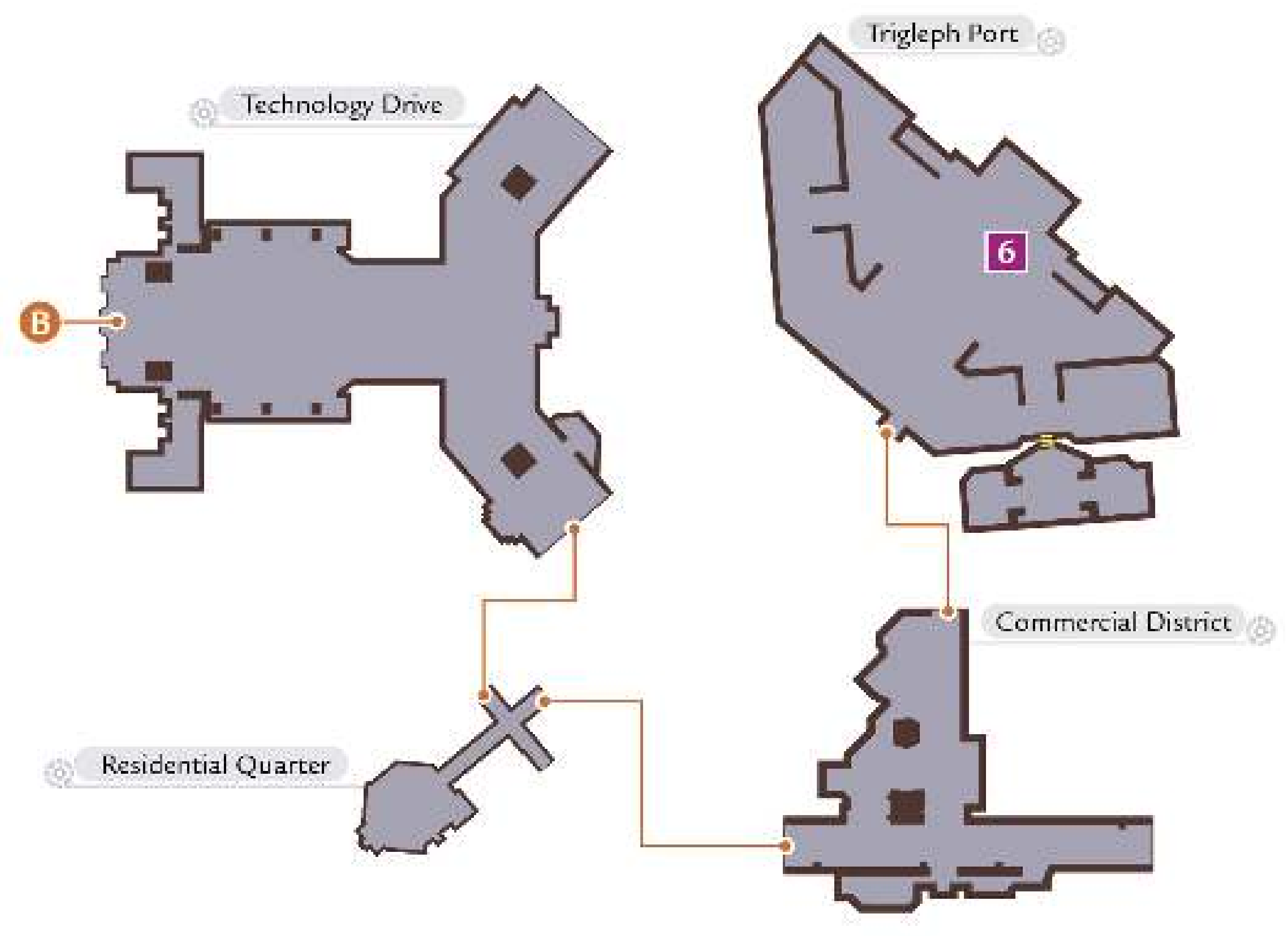
Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Spirius Corporation (4)	Main	Milla's Secret	Anywhere	—	—	Ludger Jude Alvin Elle

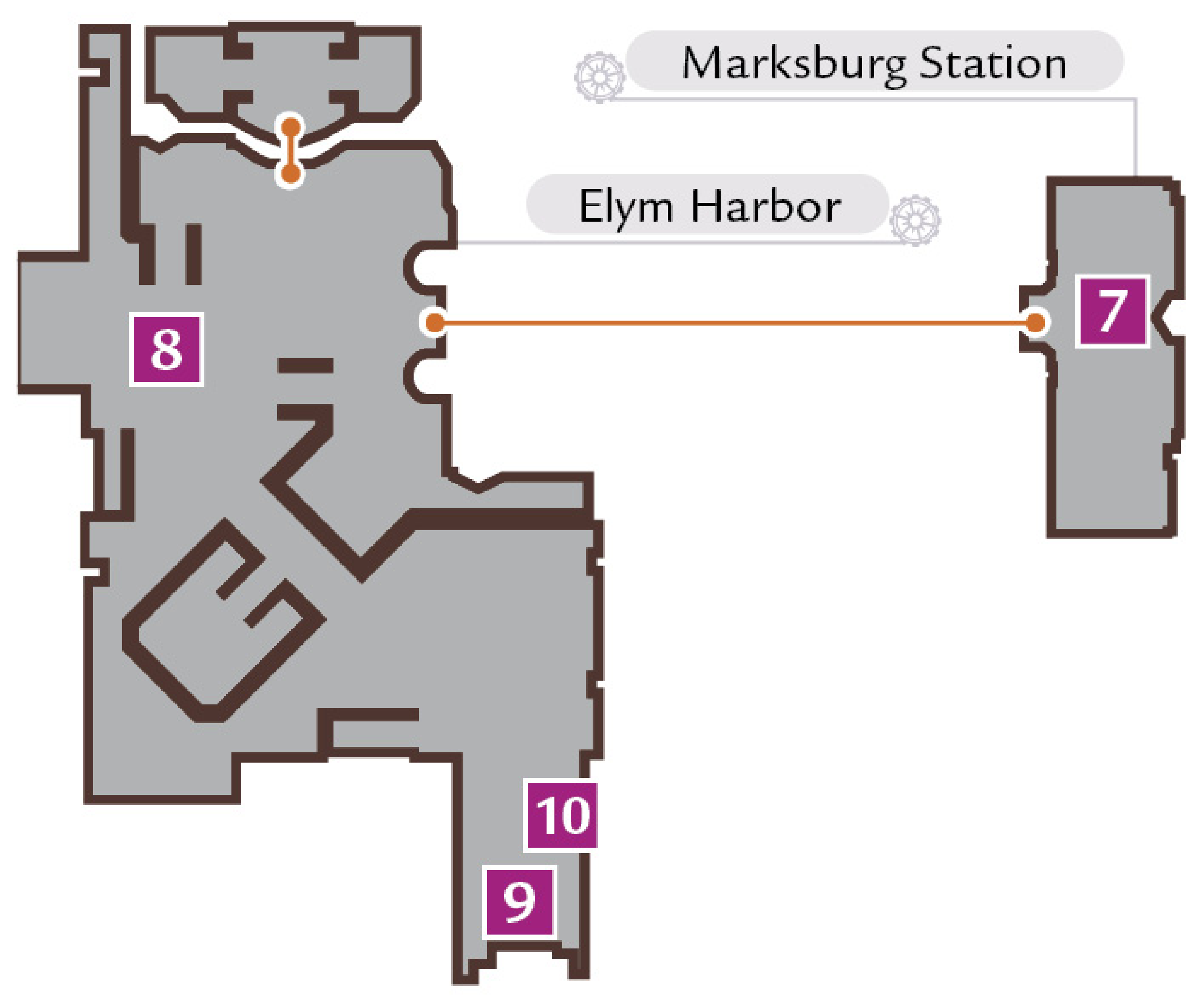
Spirius Corporation



Trigleph



Marksburg



Dimensional Problems

1 To start the chapter, head to Spirius Corp. and talk to Vera in the lobby. Something is preventing your group from getting into the next Fractured Dimension and only one person has the answer.

2 - 5 As expected, go check in with the CEO on the 40th floor. Once you learn what is blocking your way into the Fractured Dimension, Milla will run off. Exit the CEO's Office, take the elevator to the first floor, and exit the building into Trigleph.

6 Check for Milla in the Trigleph Port. Before you can deal with her personal issues, Alvin notifies the group that Exodus is planning an attack on the peace accord ceremony.

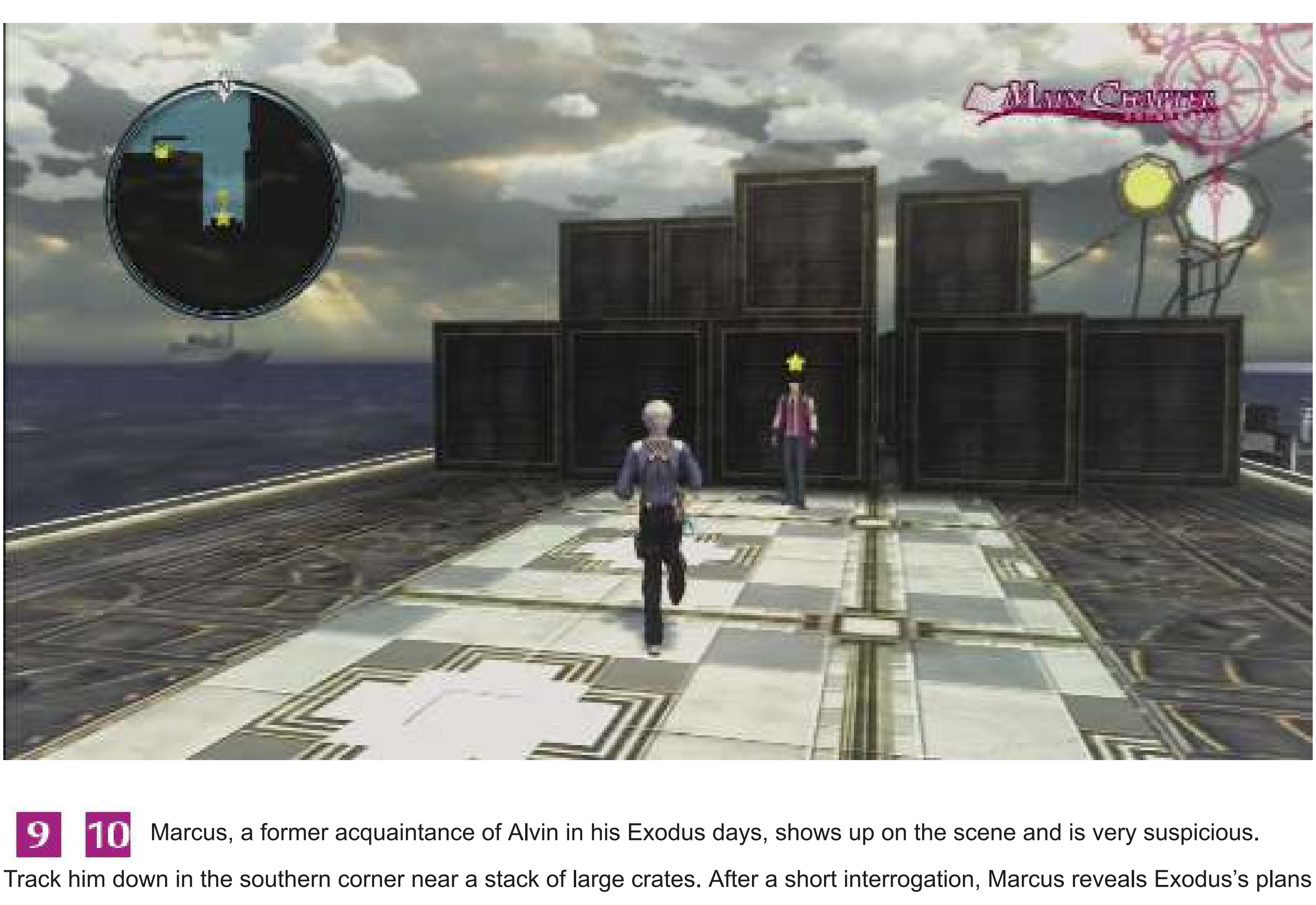
Whaddya say?

L1: **I'm coming too.** (Jude affinity +250)	R1: **We'll lend a hand.** (Milla affinity +150)

7 8 Meet up with Gaius and the rest of the group in Marksburg.

There a problem?

L1: **Nothing. She's always like this.**	R1: **We had a little tiff.**



9 10 Marcus, a former acquaintance of Alvin in his Exodus days, shows up on the scene and is very suspicious. Track him down in the southern corner near a stack of large crates. After a short interrogation, Marcus reveals Exodus's plans on the E.S.S. Pelune. Speak to him again, when he is a few feet away, if you are ready to board the ship and save the day.

It's time to board this ship.

L1: **I'm coming with you.** (Jude affinity +150, Alvin affinity +300)	R1: **Milla really means a lot to you huh?** (Jude affinity +250)

Bonus Scene: Alvin (requires completion of Alvin Episode 3)

Maybe this is our chance to cut our losses.

L1: **I'm coming with you.** (Jude affinity +150, Alvin affinity +300)	R1: **Milla really means a lot to you huh?** (Jude affinity +250)

Dungeon

E.S.S. Pelune

Required Teammates	Ludger Jude Milla Alvin
Inn Price	—
Elemental ore	—
Enemies Level	50–54
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
E.S.S. Pelune	Main	The Former Lord of Spirits	E.S.S. Pelune	Go to the Second Hall	L1: None R1: None	Ludger Milla Elle

Enemies

Disguised Exodus Soldier

Type	●
HP	5190
Weak	● ●
Strong	● ●

Armored Exodus Infiltrator

Type	●
HP	5190
Weak	●
Strong	●

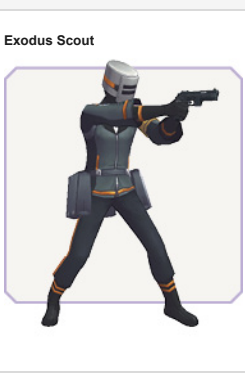
Exodus Infiltrator

Type	●
HP	5190
Weak	● ● ●
Strong	●

Disguised Armored Exodus Agent

Type	●
HP	5190
Weak	●
Strong	● ●

Exodus Scout

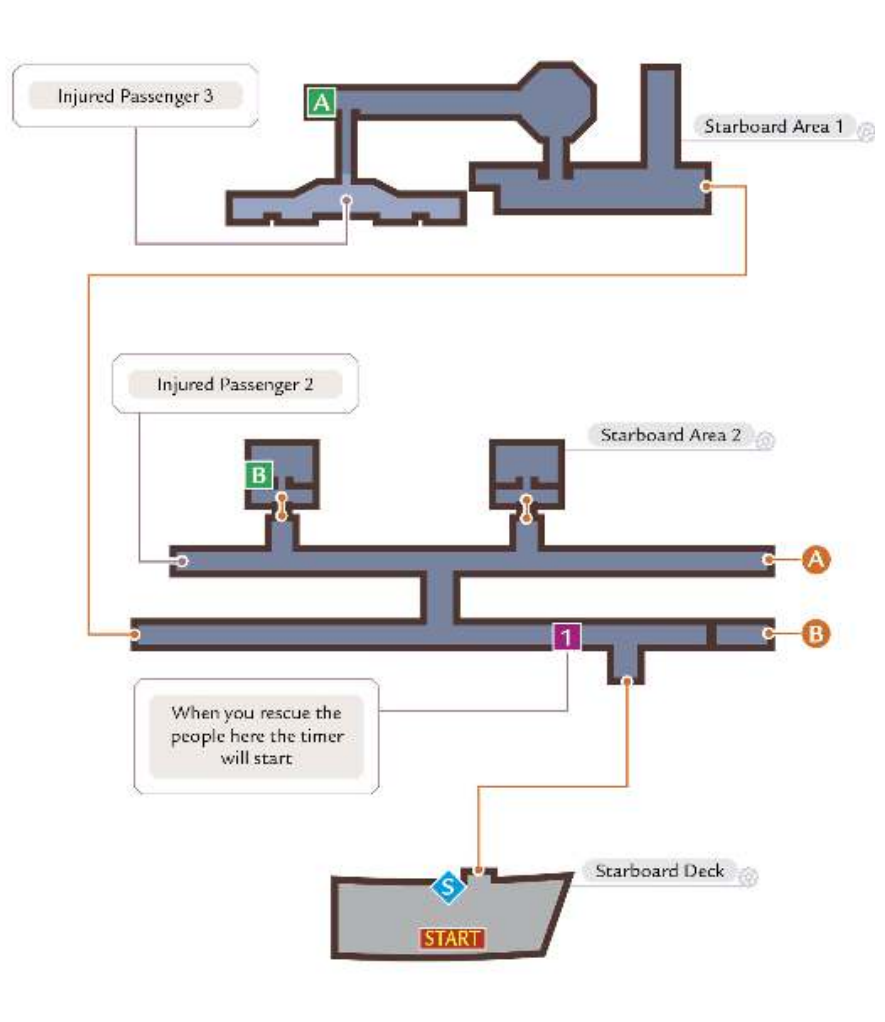


Type	●
HP	5190
Weak	●
Strong	●

E.S.S. Pelune

TREASURES

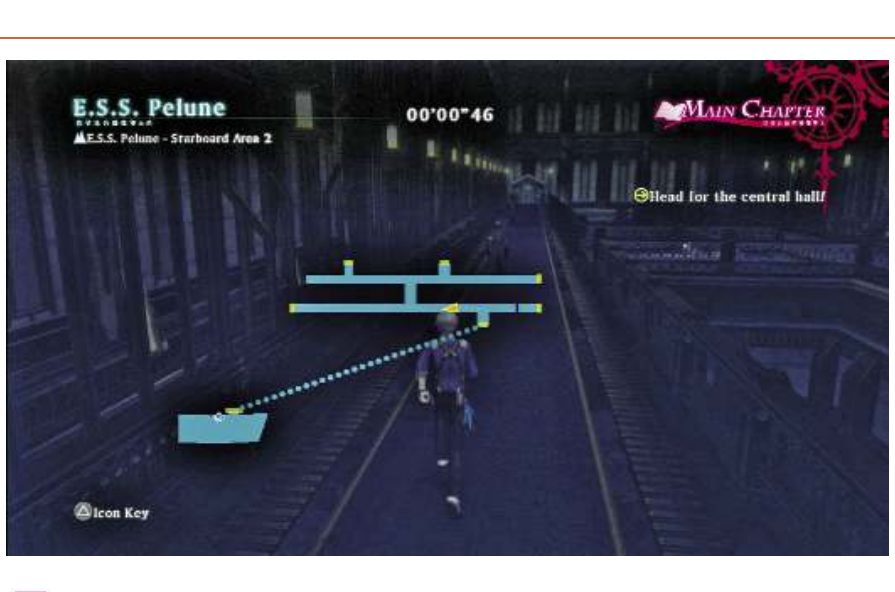
A	Chest	Tofu Miso Soup (Small) ×1
B	Chest	Diamond ×1


Injured Passenger 3
A
Starboard Area 1
Injured Passenger 2
B
Starboard Area 2
A
B
1
When you rescue the people here the timer will start
S
Starboard Deck
START

All Aboard

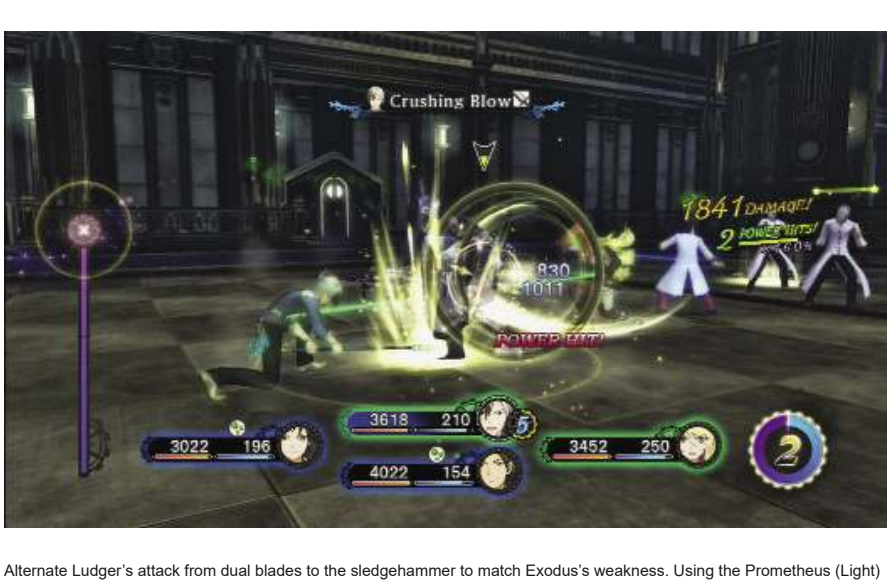
I thought for sure they'd take the bait. (timed)

L1: **Time for a change of plans.** (Milla affinity +250)	R1: **Let's give this a little more time.**

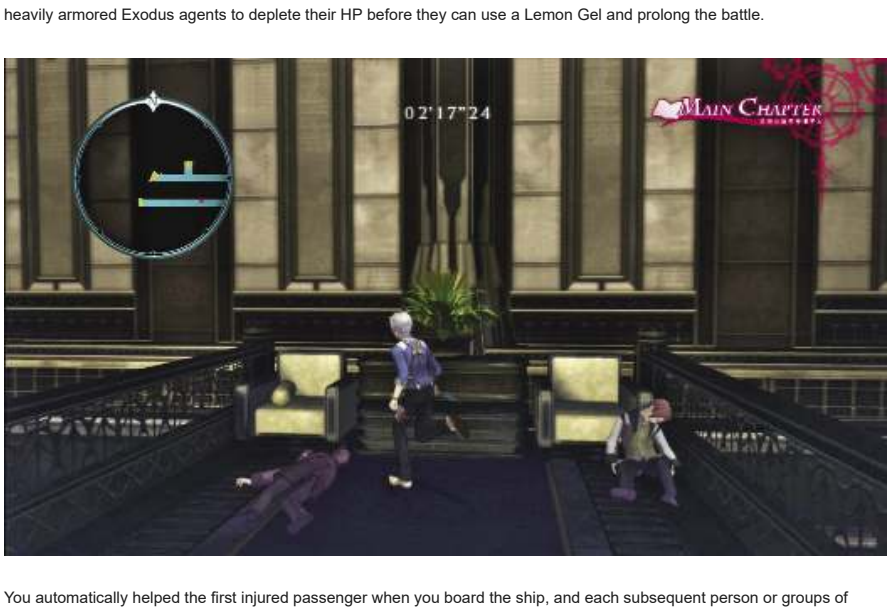

E.S.S. Pelune
E.S.S. Pelune - Starboard Area 2
00'00"46
Main Chapter
Head for the central hall!
Icon Key

1 The situation aboard the ship is a lot worse than expected. The Pelune's interior took heavy damage from the Exodus attack and there are also numerous casualties. This is a timed-based mission with 30 minutes to reach your goal while also rescuing as many passengers or groups of passengers as you can. It is possible to help all the injured people and still reach the rear of the ship if you don't spend too much time fighting Exodus and you plan your route before exploring. Luckily you can pause the timer while viewing the in-game map. Do so often to get your bearings and plan your next move.

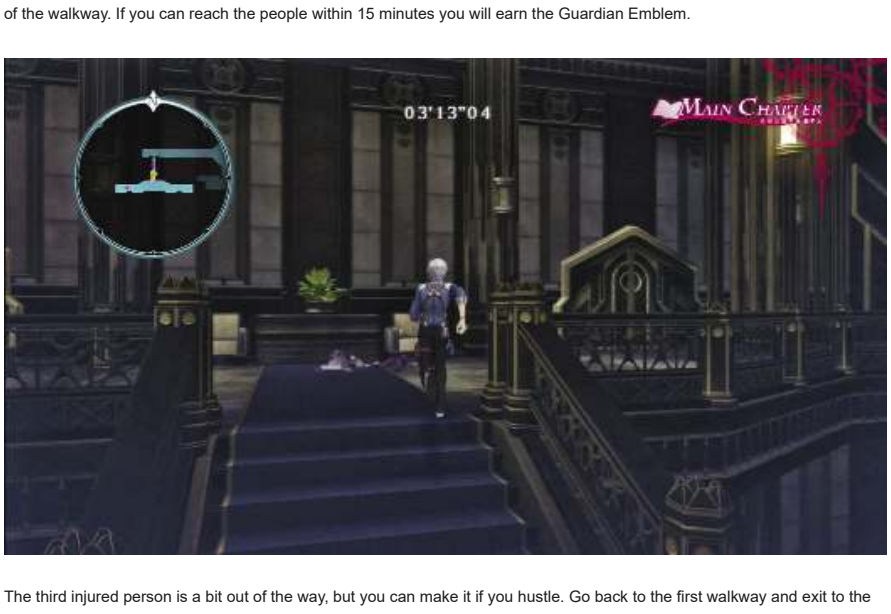
> **Note**
>
> Time will pass while moving, fighting, and so on. The only way to pause the clock (besides chatting) is to view the location map.


Crushing Blow
1841 DAMAGE!
2 POWER HITS
830
1011
POWER HIT!
3618 210
3022 196
3452 250
4022 154

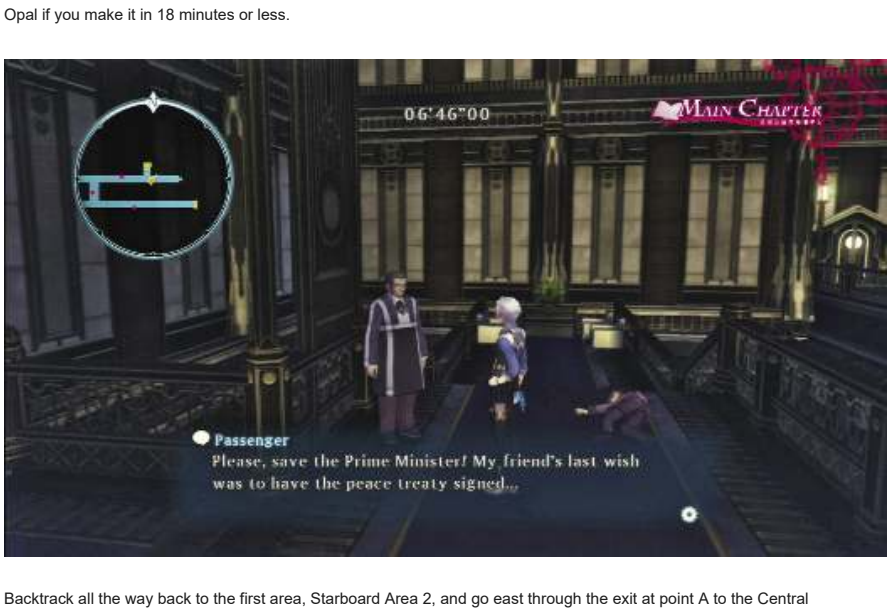
Alternate Ludger's attack from dual blades to the sledgehammer to match Exodus's weakness. Using the Prometheus (Light) dual blades will be especially effective against the Disguised Exodus Soldier and Exodus Infiltrator. During these combat sessions the goal is to wipe out Exodus as quickly as possible since the timer will keep running. Use artes to deal with the heavily armored Exodus agents to deplete their HP before they can use a Lemon Gel and prolong the battle.


02'17"24
Main Chapter

You automatically helped the first injured passenger when you board the ship, and each subsequent person or groups of people will provide a reward if you can aid them within a specific time limit. To rescue the second set of injured people, make a quick right to the second long walkway and run west. Stop in the small room nearby to grab a Diamond and run to the end of the walkway. If you can reach the people within 15 minutes you will earn the Guardian Emblem.


03'13"04
Main Chapter

The third injured person is a bit out of the way, but you can make it if you hustle. Go back to the first walkway and exit to the west to reach the Starboard Area 1. Follow the path to the west and head up the stairs to the passengers. You will receive an Opal if you make it in 18 minutes or less.


06'46"00
Main Chapter

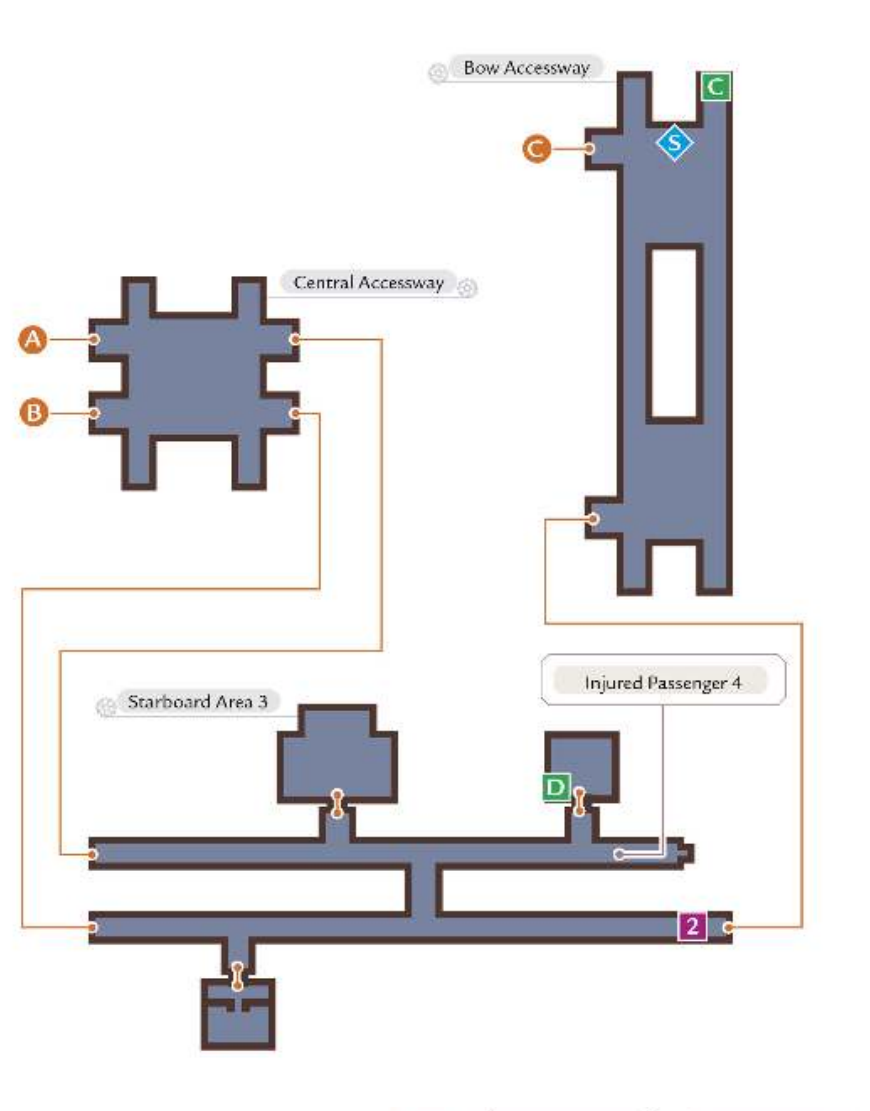
Passenger
Please, save the Prime Minister! My friend's last wish was to have the peace treaty signed...

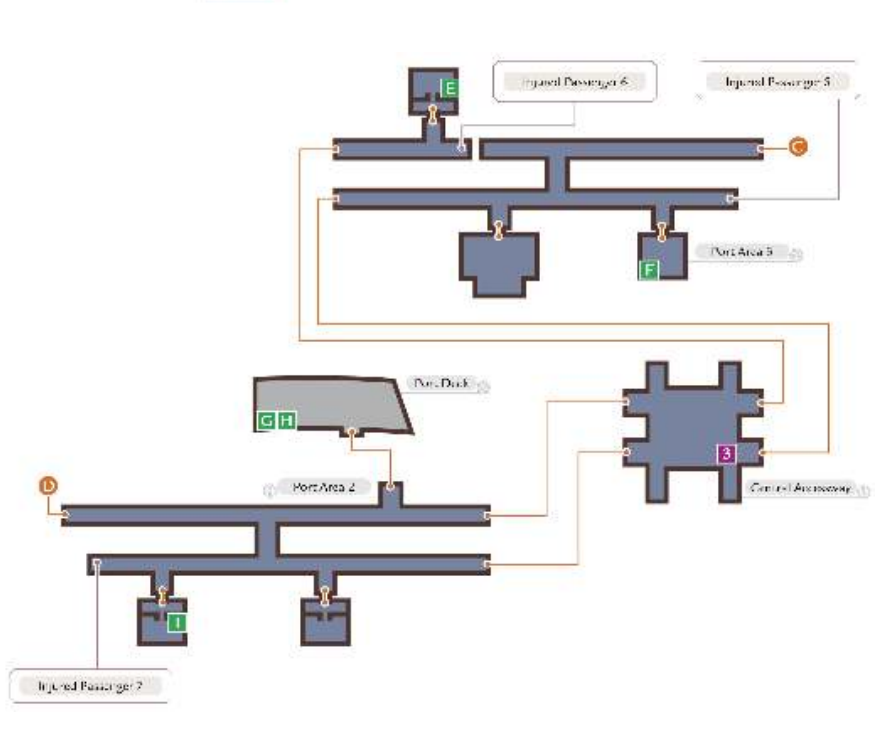
Backtrack all the way back to the first area, Starboard Area 2, and go east through the exit at point A to the Central Accessway. Use the top exit in that room and dash through Starboard Area 3 to the end of the path to help the next group of passengers. If you make it to them within 20 minutes you will receive a Specific.

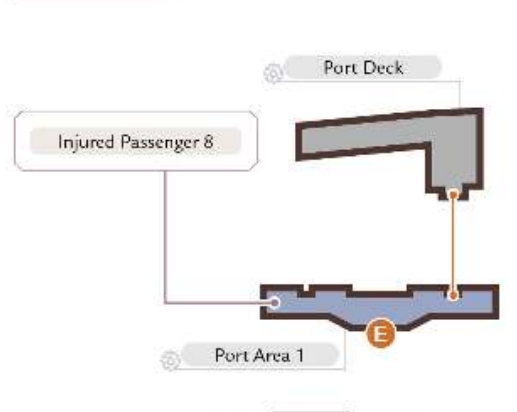
2 Backtrack a bit to access the adjacent walkway and continue east where you will have a brief chat with Milla.

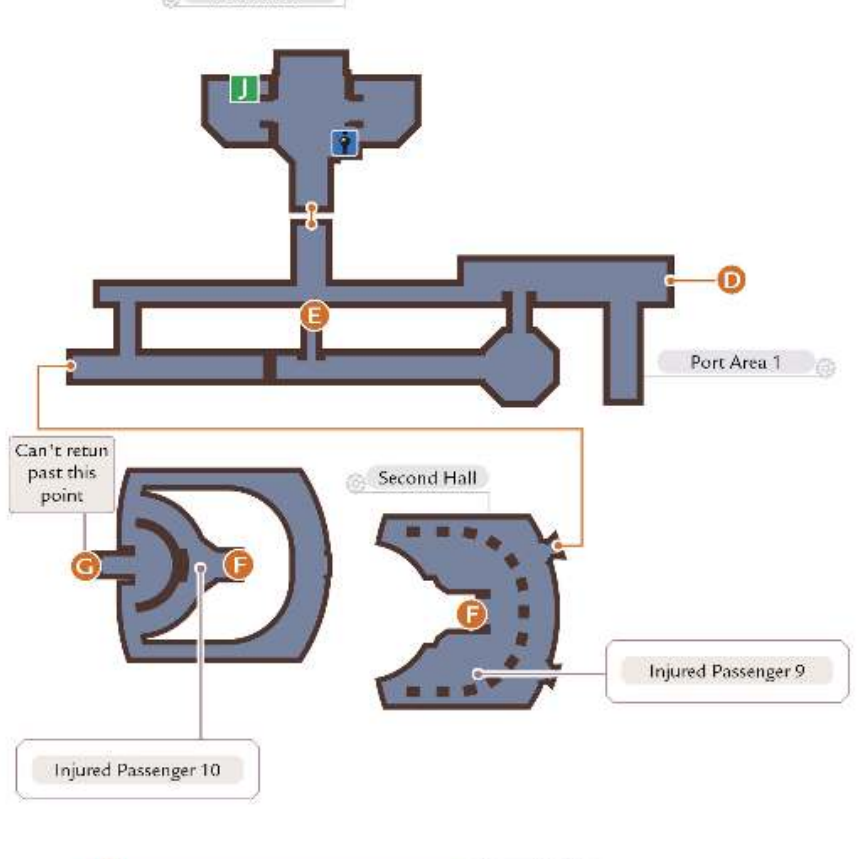
TREASURES

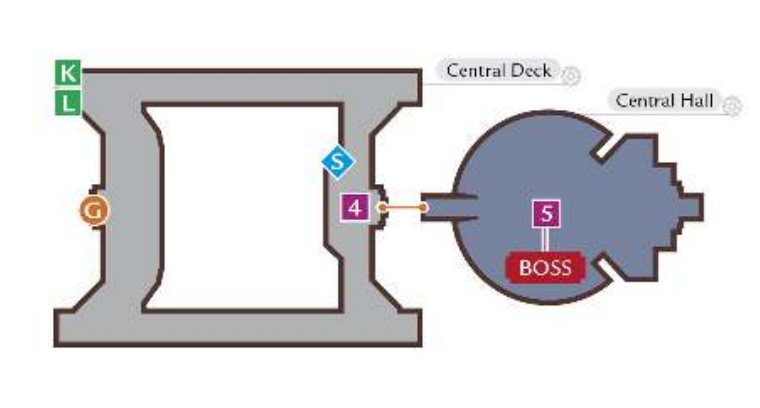
C	Chest	Peach Pie (Small) ×1
D	Chest	Shock Ward ×1
E	Chest	Fruit n' Cheese (Small) ×1
F	Chest	Pearl ×1
G	Chest	Nightmare Helm ×1
H	Chest	Pineapple Gel ×2
I	Chest	Balanced Blade ×1


Bow Accessway
C
C
S
Central Accessway
A
B
Injured Passenger 4
Starboard Area 3
D
2

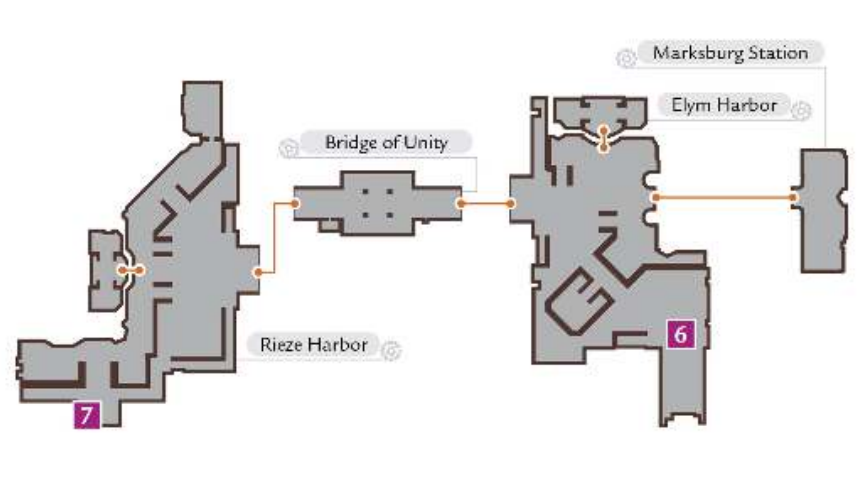

E
Injured Passenger 6
Injured Passenger 5
C
F
Port Area 3
Port Deck
G H
D
Port Area 2
3
Central Accessway
I
Injured Passenger 7


Port Deck
Injured Passenger 8
E
Port Area 1


J
D
E
Port Area 1
Can't return past this point
G
F
Second Hall
F
Injured Passenger 9
Injured Passenger 10

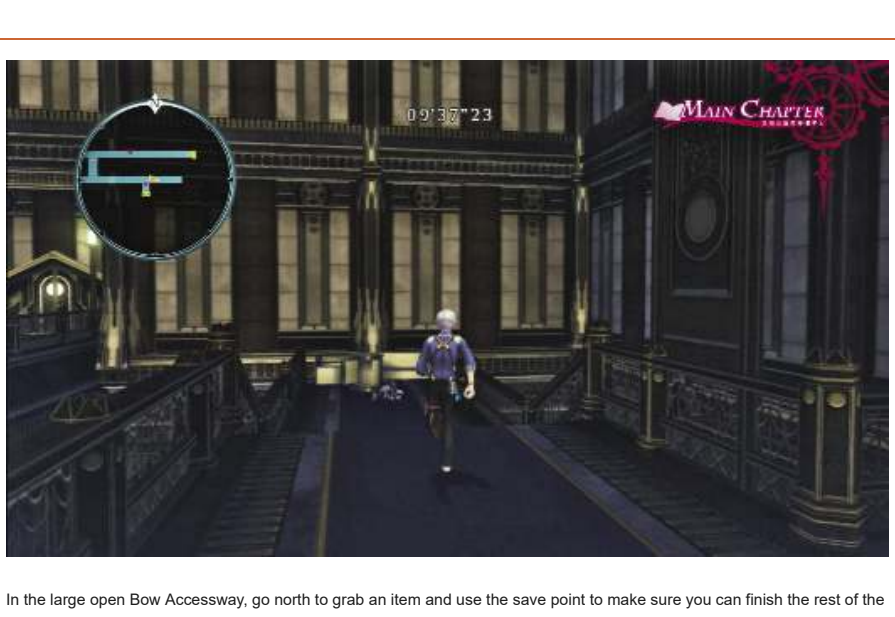

K
L
Central Deck
Central Hall
G
S
4
5
BOSS

Marksburg

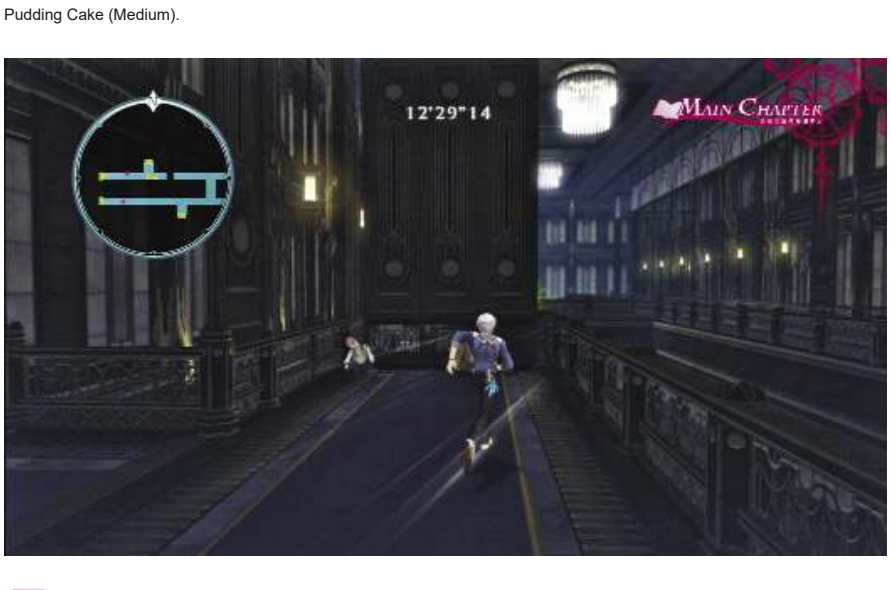

Marksburg Station
Elym Harbor
Bridge of Unity
Rieze Harbor
6
7

How do you think of me?

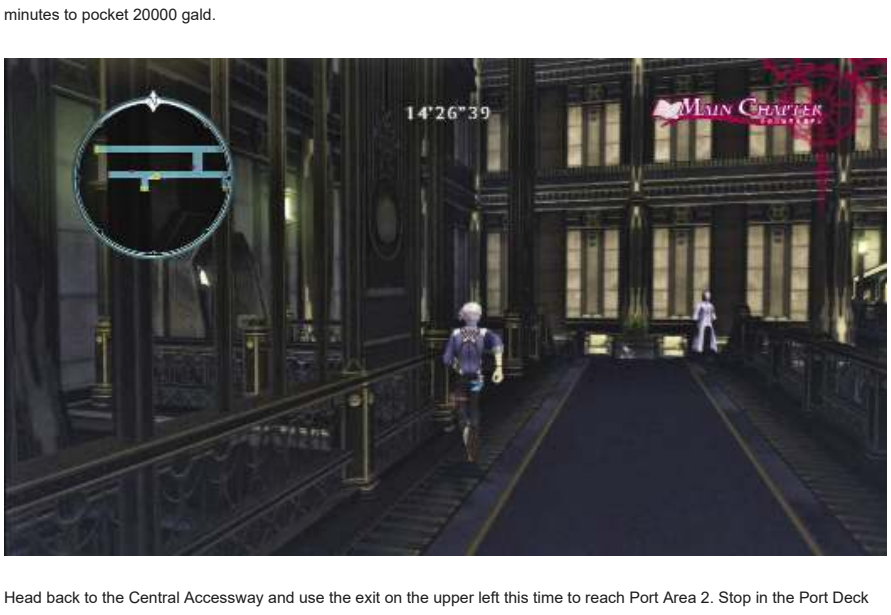
L1: **Can't this little lover's spat wait?** (Jude affinity +250)	R1: **I'm curious myself, actually.** (Milla affinity +250)


09'36"23
Main Chapter

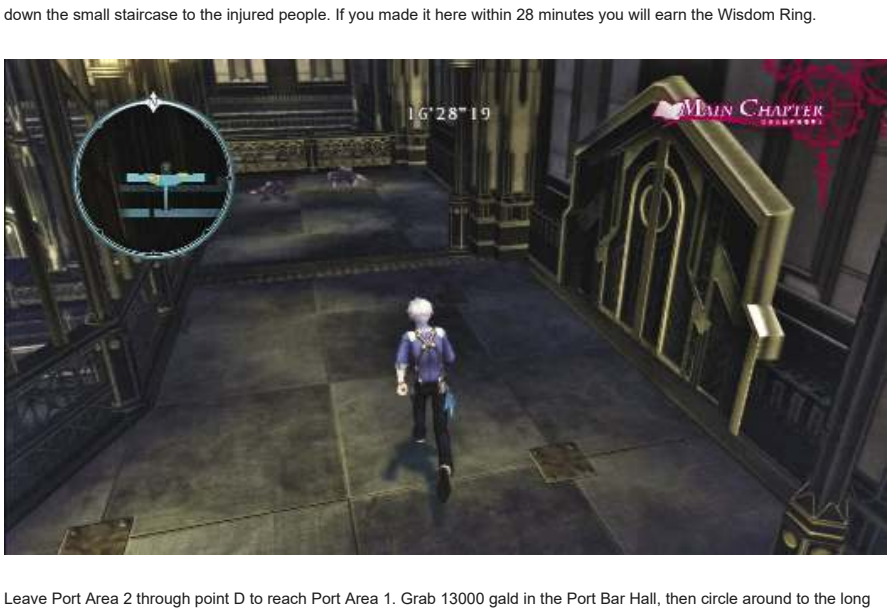
In the large open Bow Accessway, go north to grab an item and use the save point to make sure you can finish the rest of the area in the time you have left. Use the exit at point C to go to Port Area 3. Run up to the small connecting section of the walkway and take the second shortcut back east to help injured passengers 5. If you reach them within 25 minutes, you get a Pudding Cake (Medium).


12'29"14
Main Chapter

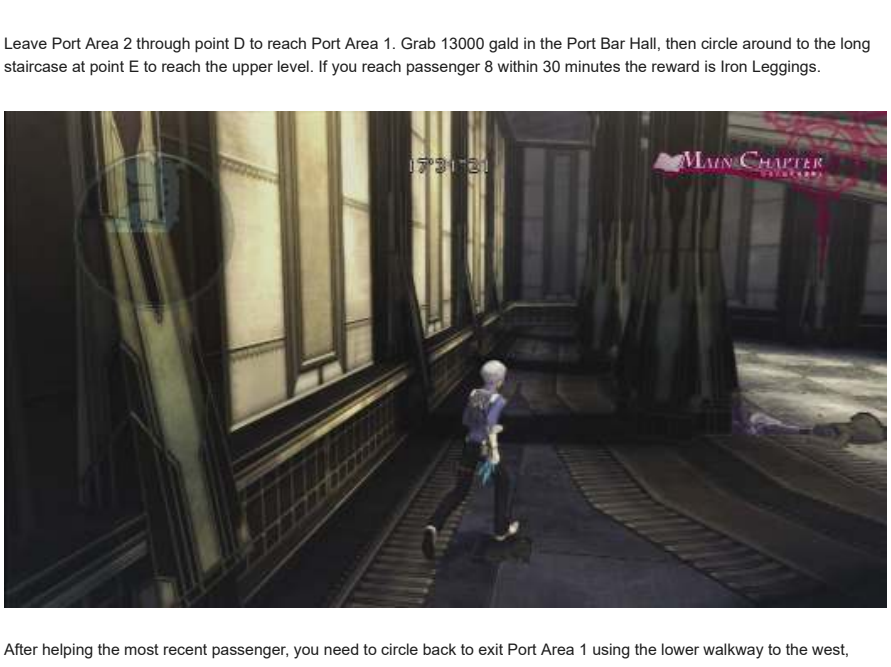
3 The next injured passenger is a bit out of the way. Race out through the western exit to the next Central Accessway and into a battle with a single Exodus Scout. This is a forced fight that is simply story related. To get to the next passenger, you need to use the exit in the upper right to return to Port Area 3. Save the people at the end of the walkway within 28 minutes to pocket 20000 gald.


14'26"39
Main Chapter

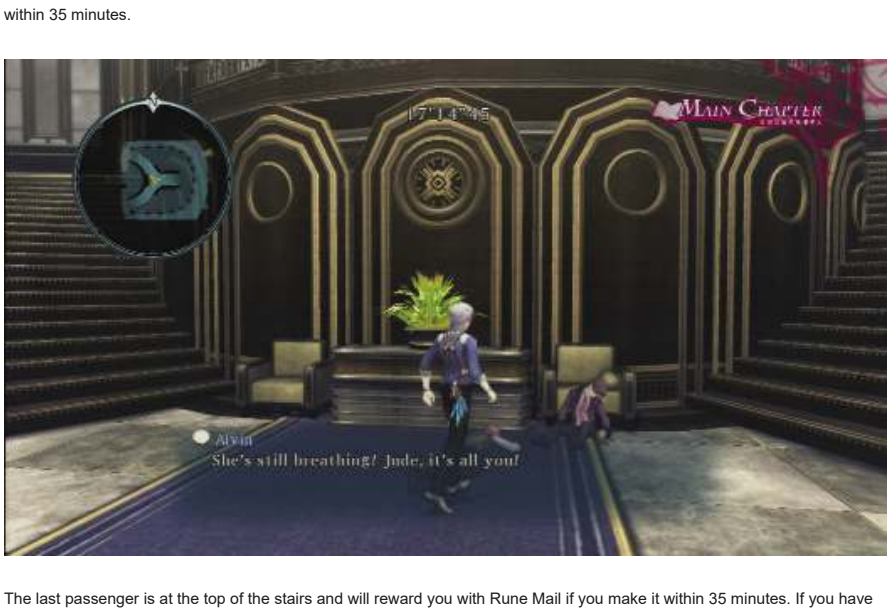
Head back to the Central Accessway and use the exit on the upper left this time to reach Port Area 2. Stop in the Port Deck briefly to grab a few items and run to the western end of the next walkway. Feint past the Disguised Exodus Soldier and go down the small staircase to the injured people. If you made it here within 28 minutes you will earn the Wisdom Ring.


16'28"19
Main Chapter

Leave Port Area 2 through point D to reach Port Area 1. Grab 13000 gald in the Port Bar Hall, then circle around to the long staircase at point E to reach the upper level. If you reach passenger 8 within 30 minutes the reward is Iron Leggings.


Main Chapter

After helping the most recent passenger, you need to circle back to exit Port Area 1 using the lower walkway to the west, which will take you to the Second Hall. Look to the south to find passenger 9 who will give you a Finest Fur if you make it within 35 minutes.


Main Chapter

Alvin
She's still breathing! Jude, it's all you!

The last passenger is at the top of the stairs and will reward you with Rune Mail if you make it within 35 minutes. If you have rescued all 10 passengers (or groups of passengers) you can leave at point G to reach the Central Deck. There is no turning back once you leave this area, so make sure you have finished collecting treasures and exploring.

> **Note**
>
> The timer will stop when you reach the Central Deck, but it will be impossible to go back and rescue the injured passengers you might have missed.

4 Save and prep for a boss fight before entering the Central Hall. Also, before the actual confrontation takes place, there are several dialogue options that can greatly increase your affinity.

SPOILER WARNING!

What'll you do?

L1: **Let go of Milla.**	R1: **Don't let go of Milla.** (Milla affinity +1000 and go to next dialogue option)

What'll you do?

L1: **Hang in there! Elle needs you!** (Milla affinity +1000)	R1: **Let go of Milla.**

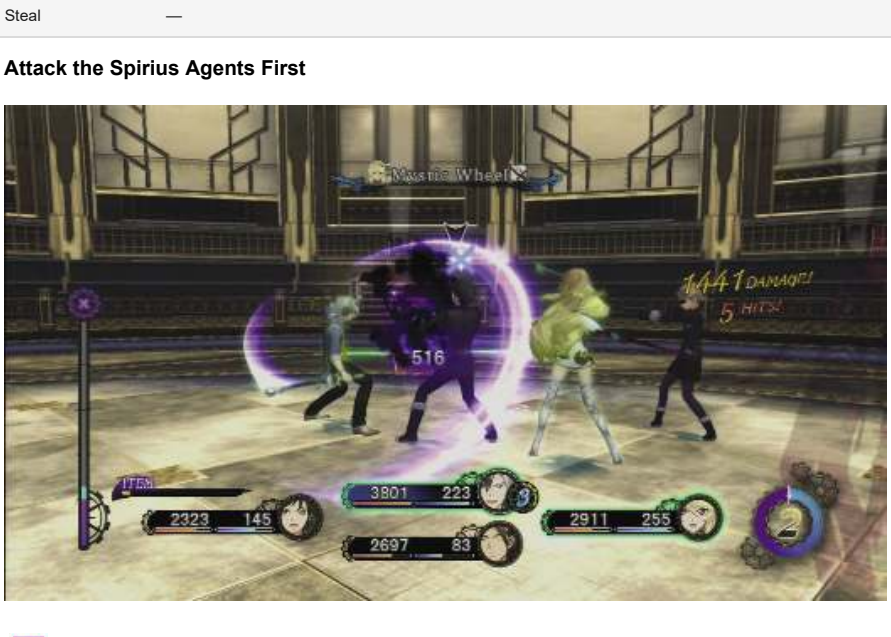
Bonus Scene: Milla (chose L1 and complete Milla Episode 2)

Boss Rideaux

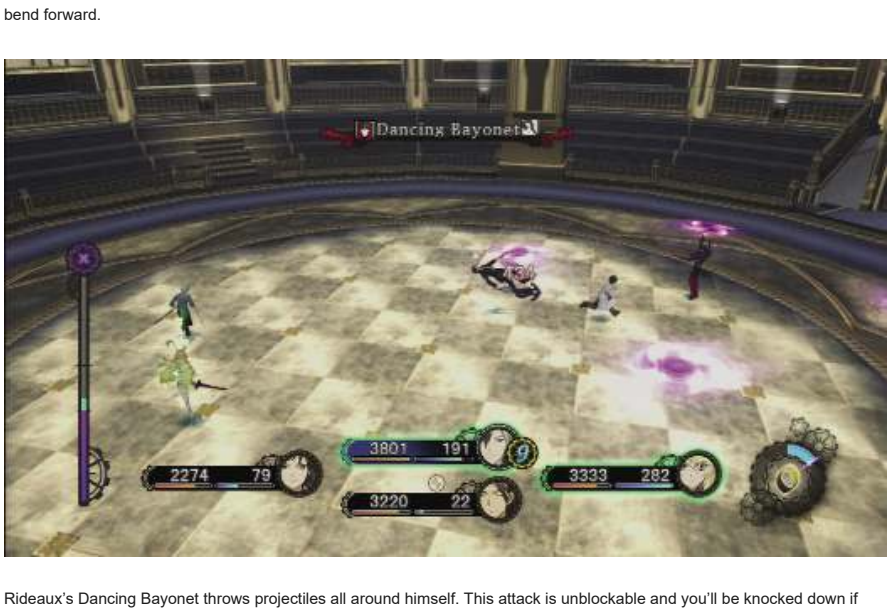
Level	52–56
Iron Stance	100
HP	215337–229773
Weak	● ● ● ● ●
Strong	● ● ●

Drop	Blood Ward (100%)/Lumicite (100%)
Steal	—

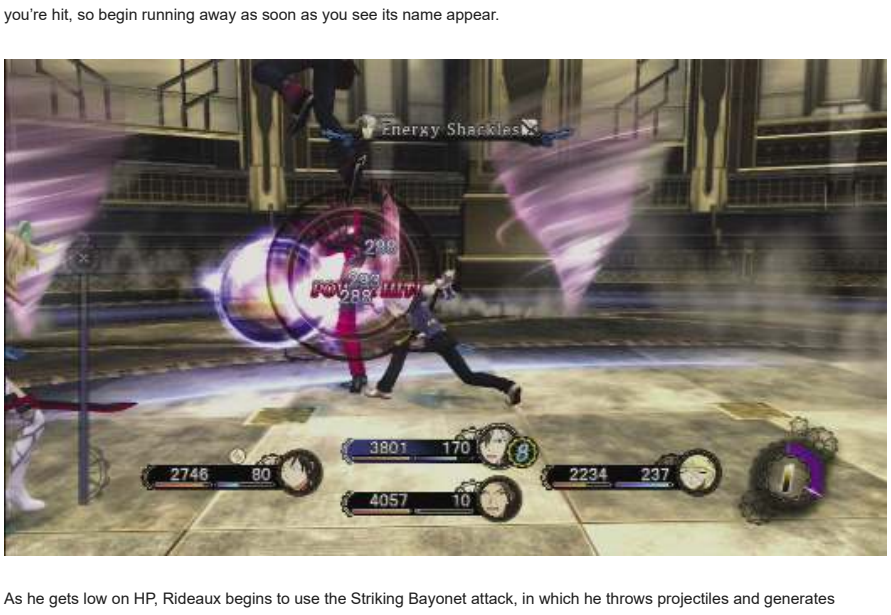
Attack the Spirius Agents First


Mystic Wheel
1441 DAMAGE!
5 HITS!
516
3801 223
2323 145
2911 255
2697 83

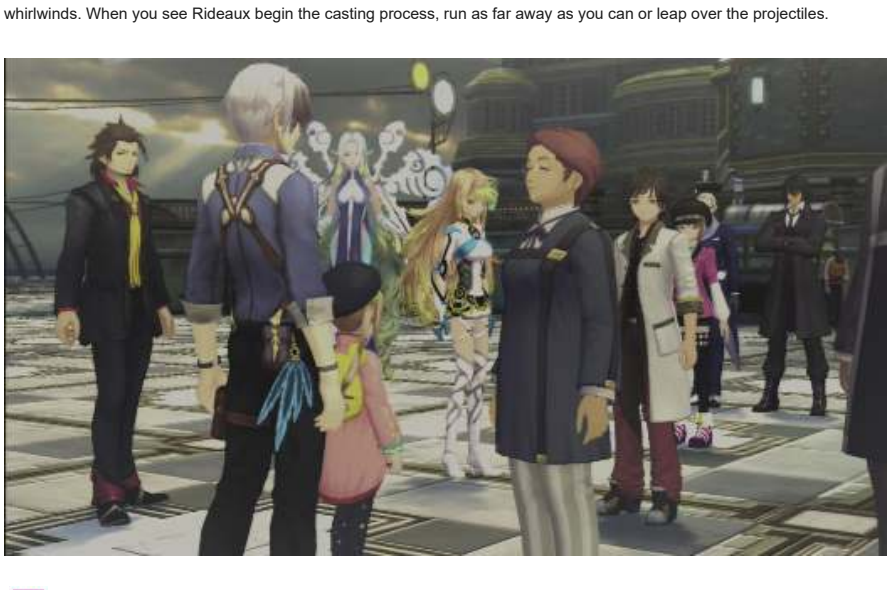
5 You won't be able to attack Rideaux effectively with the Spirius Agents interfering, so make it a point to defeat them first. After that, put Jude on healing duty—his strike-type attacks can't effectively damage Rideaux—and link with Milla, who will be able to immobilize Rideaux. Make sure Ludger is equipped with dual blades that have an elemental damage type other than Dark. Rideaux has lots of attacks that deal damage to targets near himself, so begin blocking whenever you see him bend forward.


Dancing Bayonet
3801 191
2274 79
3333 282
3220 22

Rideaux's Dancing Bayonet throws projectiles all around himself. This attack is unblockable and you'll be knocked down if you're hit, so begin running away as soon as you see its name appear.


Energy Shackles
290
3801 170
2746 80
2234 237
4057 10

As he gets low on HP, Rideaux begins to use the Striking Bayonet attack, in which he throws projectiles and generates whirlwinds. When you see Rideaux begin the casting process, run as far away as you can or leap over the projectiles.



6 Everyone regroups at Marksburg to discuss the attack and make an effort towards peace.

I'm worried about the other Milla.

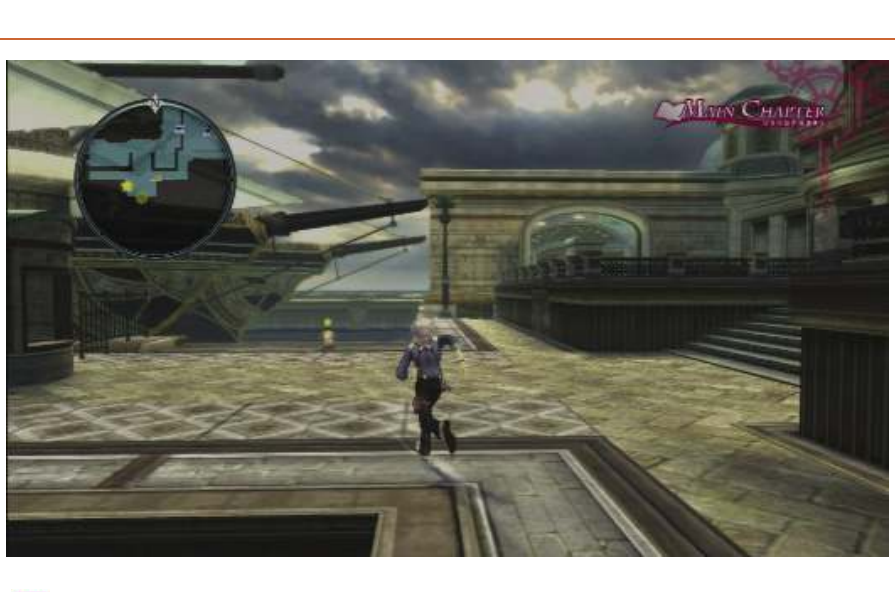
L1: **Give Elle a hug.** (Elle affinity +250)	R1: **Cover Elle's mouth.**

Bonus Scene: Rowen (complete Rowen Episode 2)

Bonus Scene: Gaius (complete Gaius Episode 1)

A difficult road still awaits us.

L1: **Every journey starts with the first step.** (Gaius affinity +150)	R1: **Are you worried too, Gaius?** (Gaius affinity +400)


Main Chapter

7 Elle runs off again, but she is just on the opposite end of Marksburg on the Rieze Harbor side near the docks. Speak to her and try to comfort the little girl through a tough situation.

Why'd you let Milla fall back there?

L1: **It was the only way to save you.** (Elle affinity +100)	R1: **It's what Milla wanted.**

Debt Repayment Interval 11-12

Payment required	200000 gald

Character Episodes

Milla 3	
Location	Nia Khera
Reward	Milla color variation costume, affinity +500

Gaius 2	
Location	Trigleph
Reward	Xillia Outfit 1 and Xillia Haircut 1, affinity +500

Rowen 3	
Location	Xian Du
Reward	Xillia Outfit 2, Rowen's Will, affinity +750

Event Quest

21 From Vera with Sympathy

Client	Party	Item / Task	Location	Description	Reward
Vera	Ludger, Jude, Alvin	Whiskey "Ex Machina"	Marksburg —Bridge of Unity	Sorry to ask, but could you deliver some Ex Machina Whiskey to Marcus in Marksburg, please?	7000 gald, 2240 Points, Ten Gallon Hat

22 Birds of a Feather

Client	Party	Item / Task	Location	Description	Reward
Professor Derrick	Ludger, Jude	Lightshroom Spores x3	Leronde—Mathis Clinic	Bring some Lightshroom Spores from Vicalle Mine to my clinic in Leronde so I can make medicine.	7200 gald, 2304 Points, School Uniform (Jude)

Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Fruit n' Cheese? Yes, Please!*	Bronze Seal	Fruit n' Cheese (Small)	Marksburg	800 gald, 500 Points, Sealed Innocence
Jolyne's Plea—Part 6	Bronze Badge	Napple	Hamil	800 gald, 500 Points, Tiara
A Peaceful Family	Silver Seal	Model Windmill	Sharilton	800 gald, 100 Points, Duality

*: At the beginning of Chapter 11.

Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
A Lie Becomes the Truth	—	Snow Dragon	Mon Highlands	800 gald, 100 Points, Mega Glacier
The Law of the Gentleman	Silver Seal	Gentleman	Xagut Floodmeadow	800 gald, 100 Points, Mirage Cloak

Elite Monster info

Touch of Death: Goddess Touch!

Client	Location	Rewards
Spirius Corp.	Nia Khera Hallowmont	105000 gald, 31500 Points

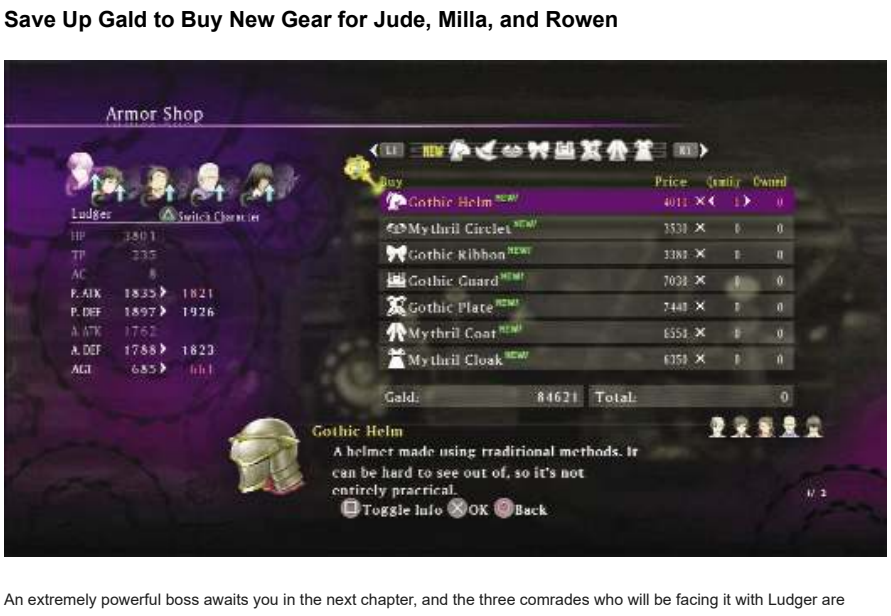
COLD-BLOODED BEAST: HYDRO BLADE!

Client	Location	Rewards
Spirius Corp.	Kukhar Ice Caverns	105000 gald, 31500 Points

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Milla's Life	Marksburg	Before debt repayment	L1: None R1: Milla +250	Ludger Jude Milla Rowen
Debt Repayment Interval	Etc.	Elize's Song	Hamil	—	L1: None R1: None	Ludger Alvin Elize Muzét
Debt Repayment Interval	Etc.	The King and Elle	Trigleph	—	L1: None R1: Elle+250	Ludger Milla Gaius Elle
Debt Repayment Interval	Etc.	Something's Fishy in Fennmont	Fennmont	—	—	Jude Milla Alvin Muzét
Debt Repayment Interval	Main	Call from Vera (6)	Anywhere	After debt repayment	—	Ludger Elle
Debt Repayment Interval	Etc.	Pick Your Battles	Anywhere	After debt repayment	L1: Milla +250 R1: None	Ludger Milla Leia Muzét Gaius

Save Up Gald to Buy New Gear for Jude, Milla, and Rowen

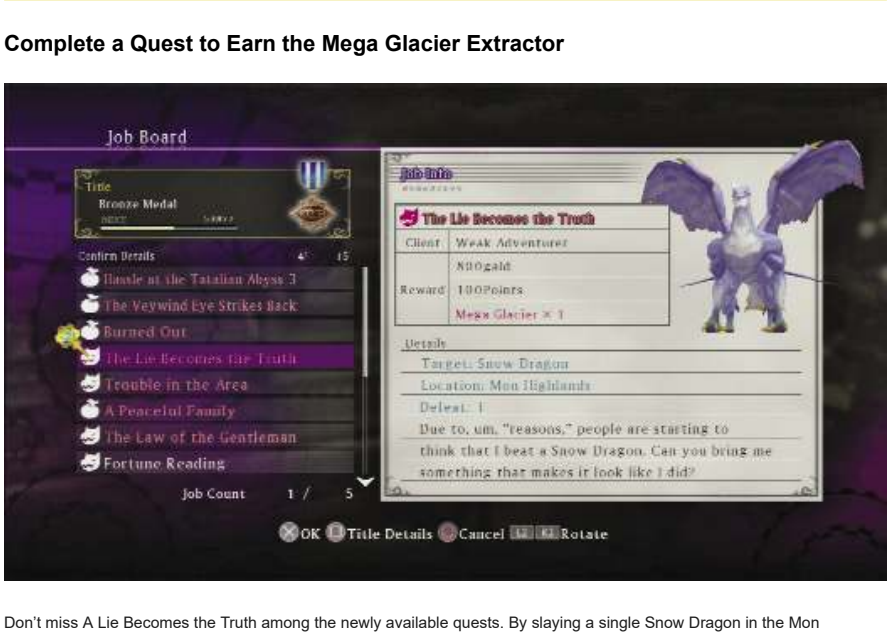

Armor Shop
Ludger
Switch Character
HP 3801
TP 235
AC 8
P. ATK 1835 1821
P. DEF 1897 1926
A. ATK 1762
A. DEF 1788 1823
AGI 685 661
Buy
Price
Quantity
Owned
Gothic Helm NEW! 4011
Mythril Circlet NEW! 3530
Gothic Ribbon NEW! 3380
Gothic Guard NEW! 7038
Gothic Plate NEW! 7440
Mythril Coat NEW! 6554
Mythril Cloak NEW! 6350
Gald: 84621
Total: 0
Gothic Helm
Toggle Info
OK
Back
1/2

A helmet made using traditional methods. It can be hard to see out of, so it's not entirely practical.

An extremely powerful boss awaits you in the next chapter, and the three comrades who will be facing it with Ludger are Jude, Milla, and Rowen. New gear, including Gothic Helms and Mythril Coats are available in Elym Harbor, and you'll want to prioritize buying it for those three characters. At this point in the game, the best items are being sold at the shops in Elym Harbor.

> **Note**
>
> The Claricite needed for crafting can be acquired via Cat Dispatches to Helioborg Research Station, among other areas.

Complete a Quest to Earn the Mega Glacier Extractor


Job Board
Title
Bronze Medal
Confirm Details
Hassle at the Tatalian Abyss 3
The Veywind Eye Strikes Back
Burned Out
The Lie Becomes the Truth
Trouble in the Area
A Peaceful Family
The Law of the Gentleman
Fortune Reading
Job Count 1 / 5
Job Info
OK
Title Details
Cancel
Rotate

The Lie Becomes the Truth
Client: Weak Adventurer
Reward: 800gald, 100Points, Mega Glacier × 1
Details
Target: Snow Dragon
Location: Mon Highlands
Defeat: 1
Due to, um, "reasons," people are starting to think that I beat a Snow Dragon. Can you bring me something that makes it look like I did?

Don't miss A Lie Becomes the Truth among the newly available quests. By slaying a single Snow Dragon in the Mon Highlands, you can earn the Mega Glacier Extractor, which extracts Water and Earth-type elements. You may also be able to accept a random quest that involves killing Snow Dragons, and you could then complete both at once to kill two birds with one stone.

If you complete the A Peaceful Family quest, you can receive the Duality body armor. The Model Windmill you need to complete it can be found at the Sharilton Inn. However, another quest requires a Model Windmill, so you'll have to send your cats to Sharilton to search for another one.

Walkthrough

CHAPTER 12: Elle and I 1

Town

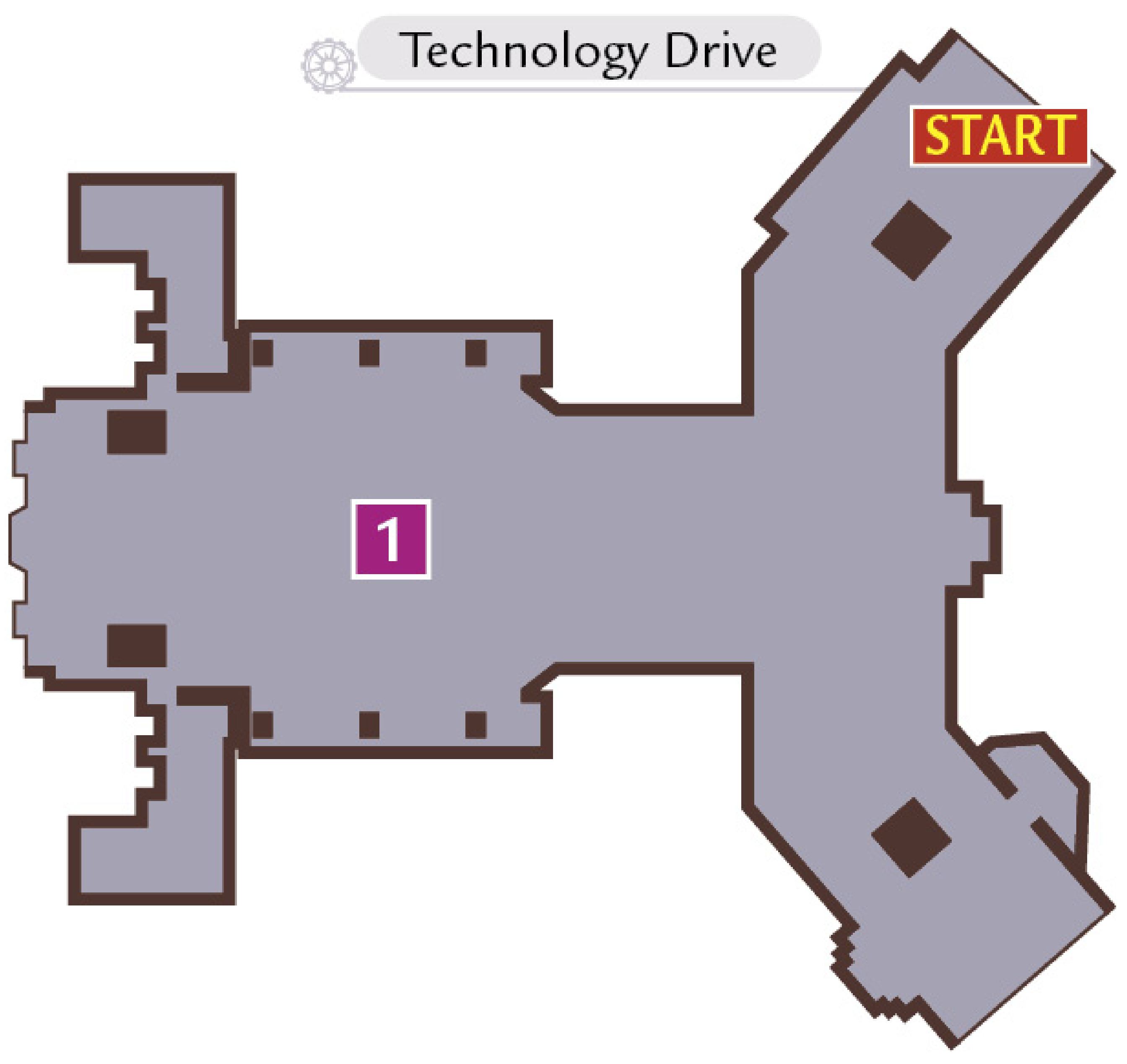
Trigleph (4)—Sharilton (Fractured)

Required Teammates	Ludger Jude Milla Rowen
Inn Price	150 gald
Elemental ore	—
Cats	—

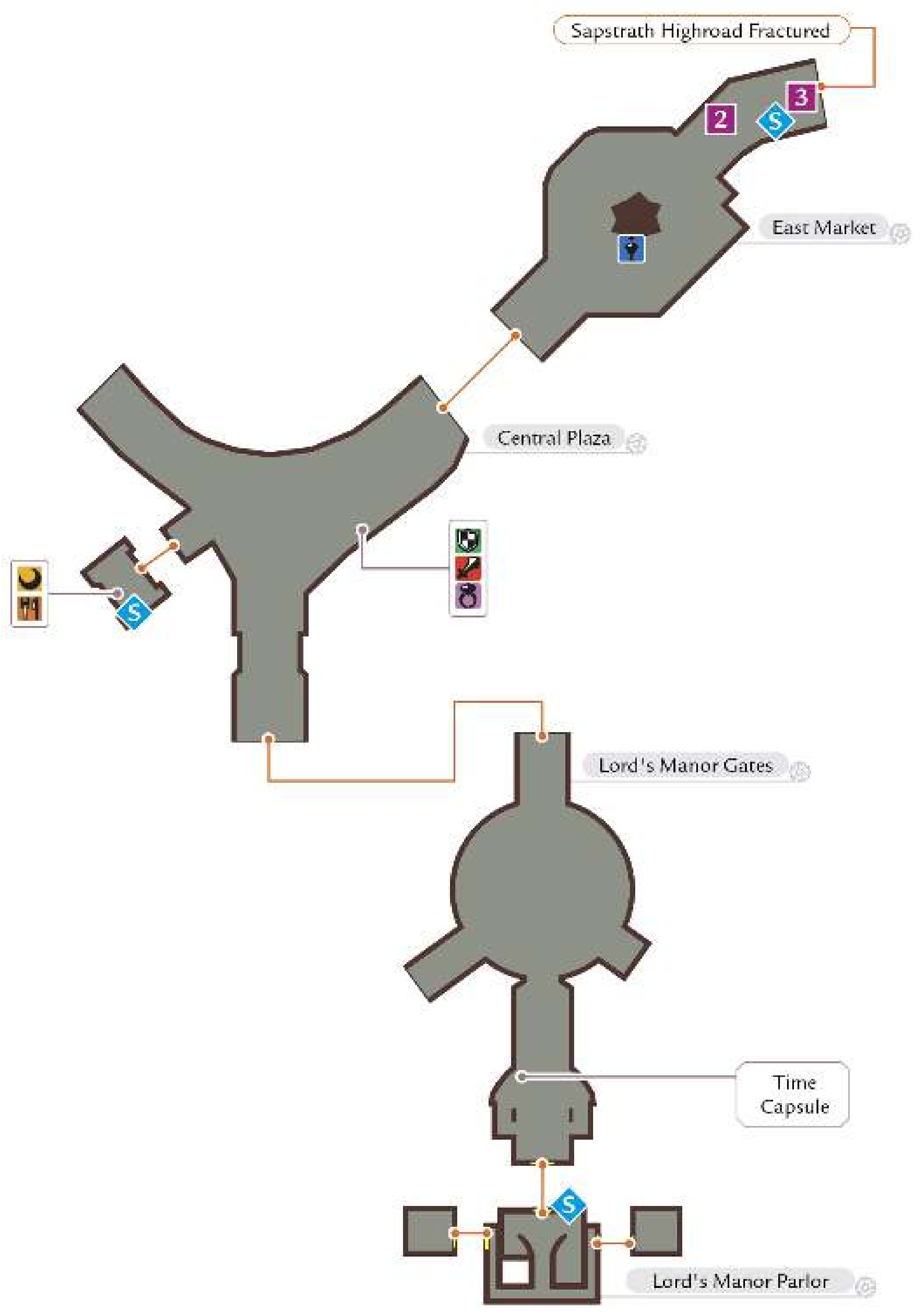
Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Trigleph (4)-Sharilton (Fractured)	Main	Lady Driselle	Sharilton (Fractured)	Go to East Market	L1: Rowen +250 R1: None	Ludger Milla Rowen Elle

Trigleph


Technology Drive
START
1

Sharilton Fractured


Sapstrath Highroad Fractured
3
2
S
East Market
Central Plaza
S
Lord's Manor Gates
Time Capsule
S
Lord's Manor Parlor

Search for the Final Waymarker

1 To start the chapter, head for Trigleph—Technology Drive to meet with Bisley. The last Waymarker is within your reach, but of course that means another trip into a Fractured Dimension.

Bonus Scene: Rowen
This is where the time capsules are, right?

2 When you enter the Fractured Dimension, you appear in Sharilton. Check the accessory shops for Black Onyx, which gives a big HP boost, and speak to some of the townsfolk to find out more about this world. If you completed Rowen Episode 2, Elle will remind you about the time capsule items you buried—it is a good idea to check it out in this dimension. Refer to the map to find its location. When you examine the time capsule, you have the option to dig up all of the items or just the ones for your current party. If you dig up all of them you won't gain any affinity, but you receive the valuable Hallowed Doll that is literally a life saver!

Note

Ludger's item is dependent on the what he chose in Rowen Episode 2.

Bonus Scene: Rowen (completed Rowen Episode 2)

Should we dig them up?

L1: **Just Elle's, Rowen's, and mine.** (Rowen and Elize affinity +300, Elle affinity +250)	R1: **Let's dig them all up.**

L1 Choice

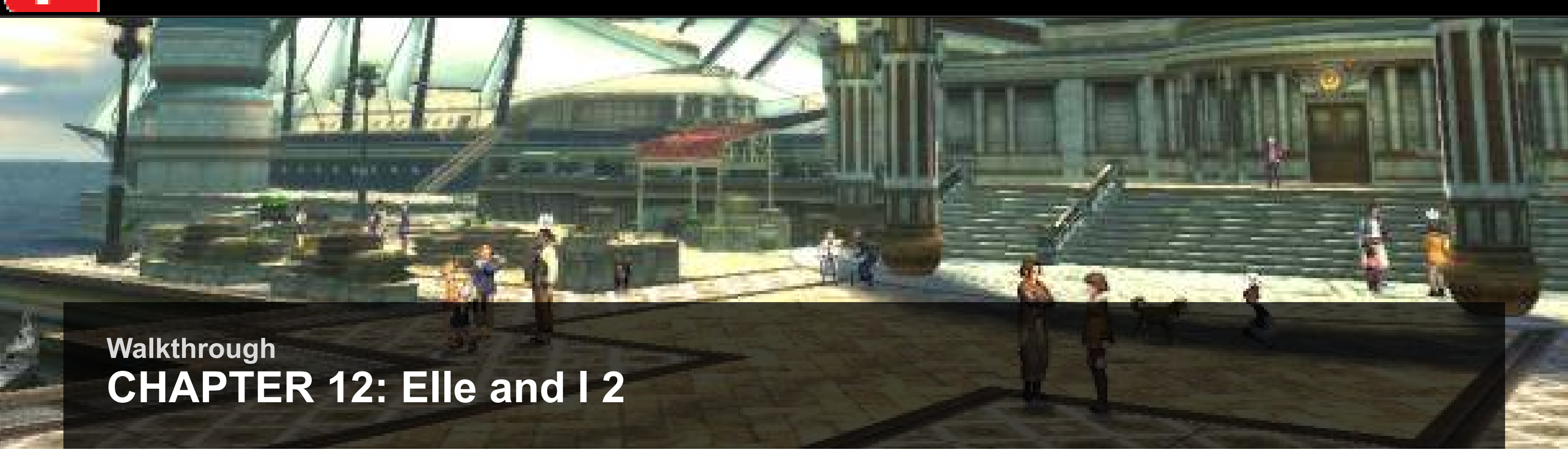
Affinity Boost: Elle affinity +250, Rowen affinity +300, Elize affinity +300

Items: Dread Needle, Spirius Fangs (dual blades)

R1 Choice

Items: Dread Needle, Spirius Fangs (dual blades), Pink Emerald, Dull Colored Gemstone, Hallowed Doll

3 After your rewarding excursion, go back to the East Market and enter Sapstrath Highroad.



Walkthrough

CHAPTER 12: Elle and I 2

Field

Sapstrath Highroad (Fractured)

Required Teammates	Ludger Jude Milla Rowen
Inn Price	—
Elemental ore	14–45
Enemies Level	54–58/70–74 (during or after Elize Episode 4)
Cats	—

Enemies

Arrow Bee

Type ●	
HP	5161/6500
Weak	●
Strong	●

Filifolia

Type ●	
HP	5550/6990
Weak	● ●
Strong	●

Hawk

Type ●	
HP	5161/6500
Weak	●
Strong	●

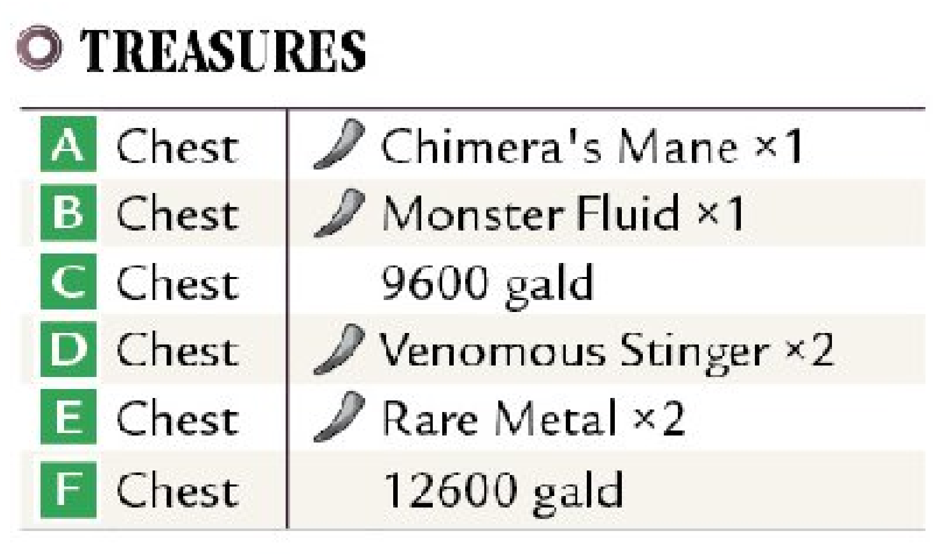
Grass Ribbit

Type ●	
HP	5161/6500
Weak	● ●
Strong	●

Boar

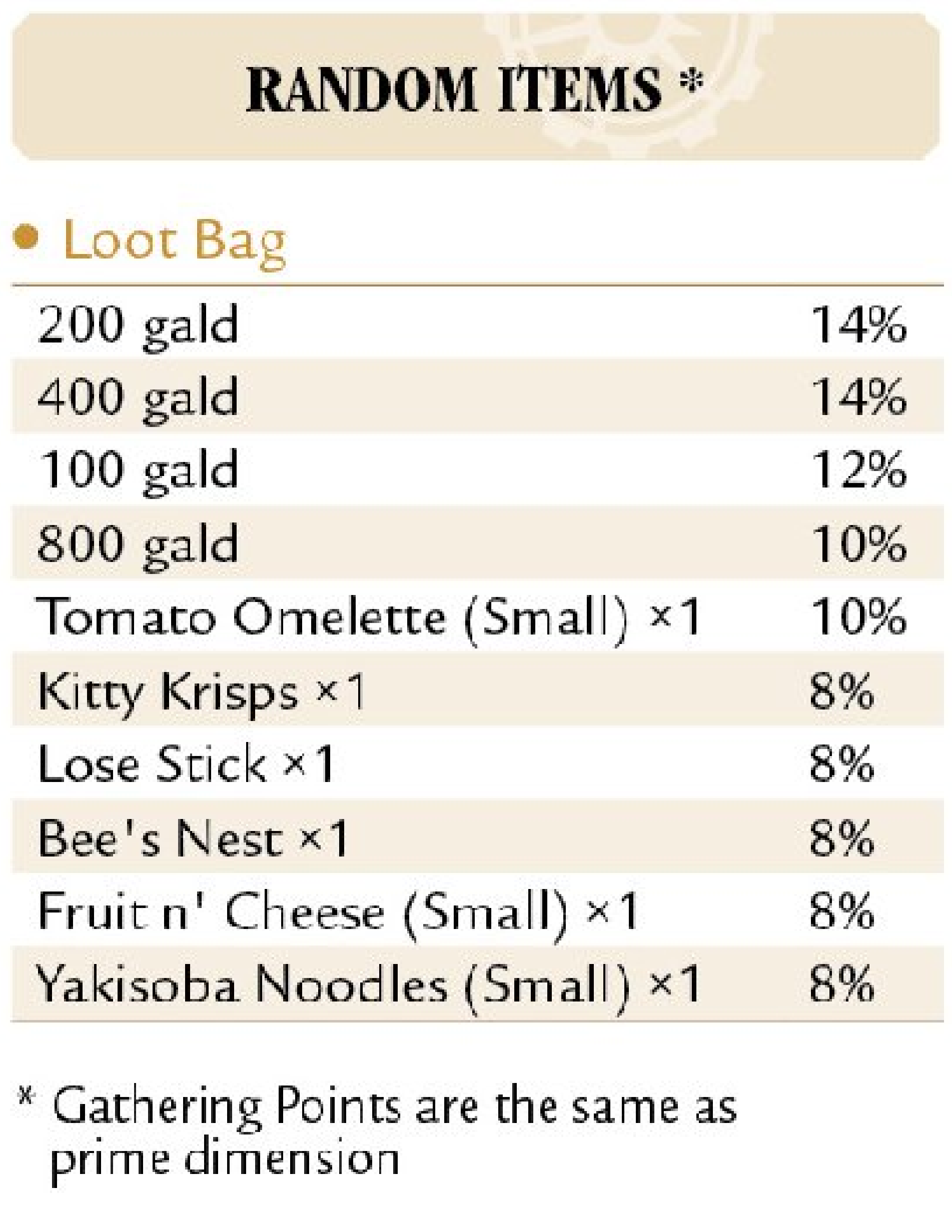
Type ●	
HP	8325/10485
Weak	●
Strong	●

Sapstrath Highroad Fractured



TREASURES

A	Chest	Chimera's Mane ×1
B	Chest	Monster Fluid ×1
C	Chest	9600 gald
D	Chest	Venomous Stinger ×2
E	Chest	Rare Metal ×2
F	Chest	12600 gald

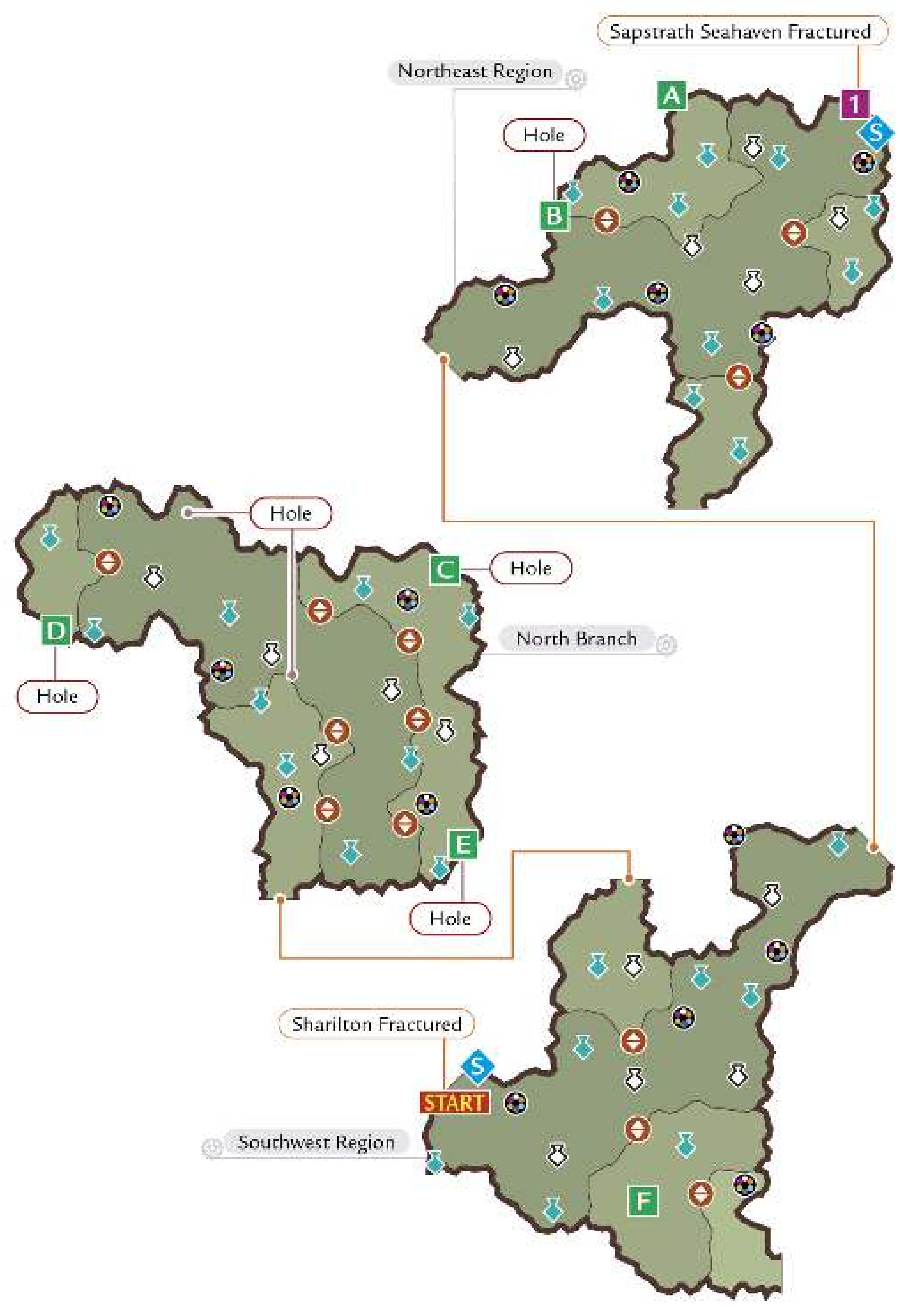


RANDOM ITEMS *

Loot Bag

200 gald	14%
400 gald	14%
100 gald	12%
800 gald	10%
Tomato Omelette (Small) ×1	10%
Kitty Krisps ×1	8%
Lose Stick ×1	8%
Bee's Nest ×1	8%
Fruit n' Cheese (Small) ×1	8%
Yakisoba Noodles (Small) ×1	8%

* Gathering Points are the same as prime dimension

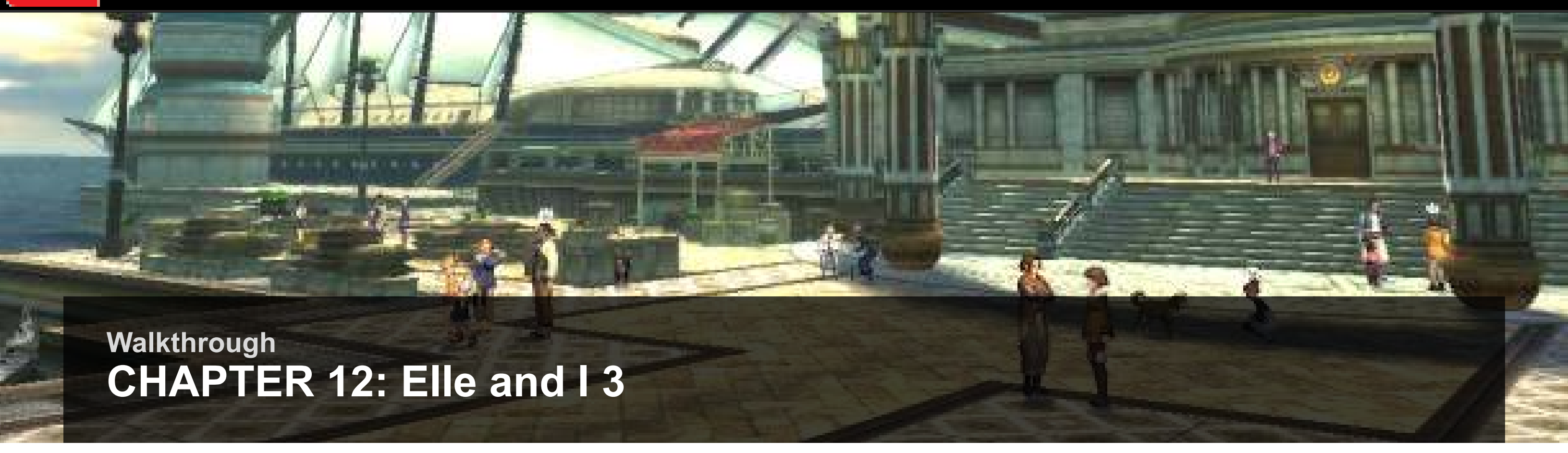

Sapstrath Seahaven Fractured
Northeast Region
Hole
A
B
1
C
Hole
Hole
North Branch
D
Hole
E
Hole
Sharilton Fractured
Southwest Region
START
F

New Enemy and Treasures

POWER HIT!
433
8332
16 POWER HITS!
3589 173
3685 197
2225 258
4018 175
2

Unlike the prime dimension, the Grass Ribbit makes an appearance. Still, the major monster of this area is the Boar that has nearly double the HP of its fellow residents. These aggressive wild pigs will charge and trample, so take them out first. The big beasts are weak to attacks from the sledgehammer and strike damage, making Jude a valuable ally. Use fire artes to deal with the grass/plant enemies, but avoid using Wind-based damage for either of the flying foes.

1 Make sure to collect the new treasures as you explore the area and you can collect over 20000 gald as well. When you are done looting the area, go northeast to leave for Sapstrath Seahaven.



Walkthrough

CHAPTER 12: Elle and I 3

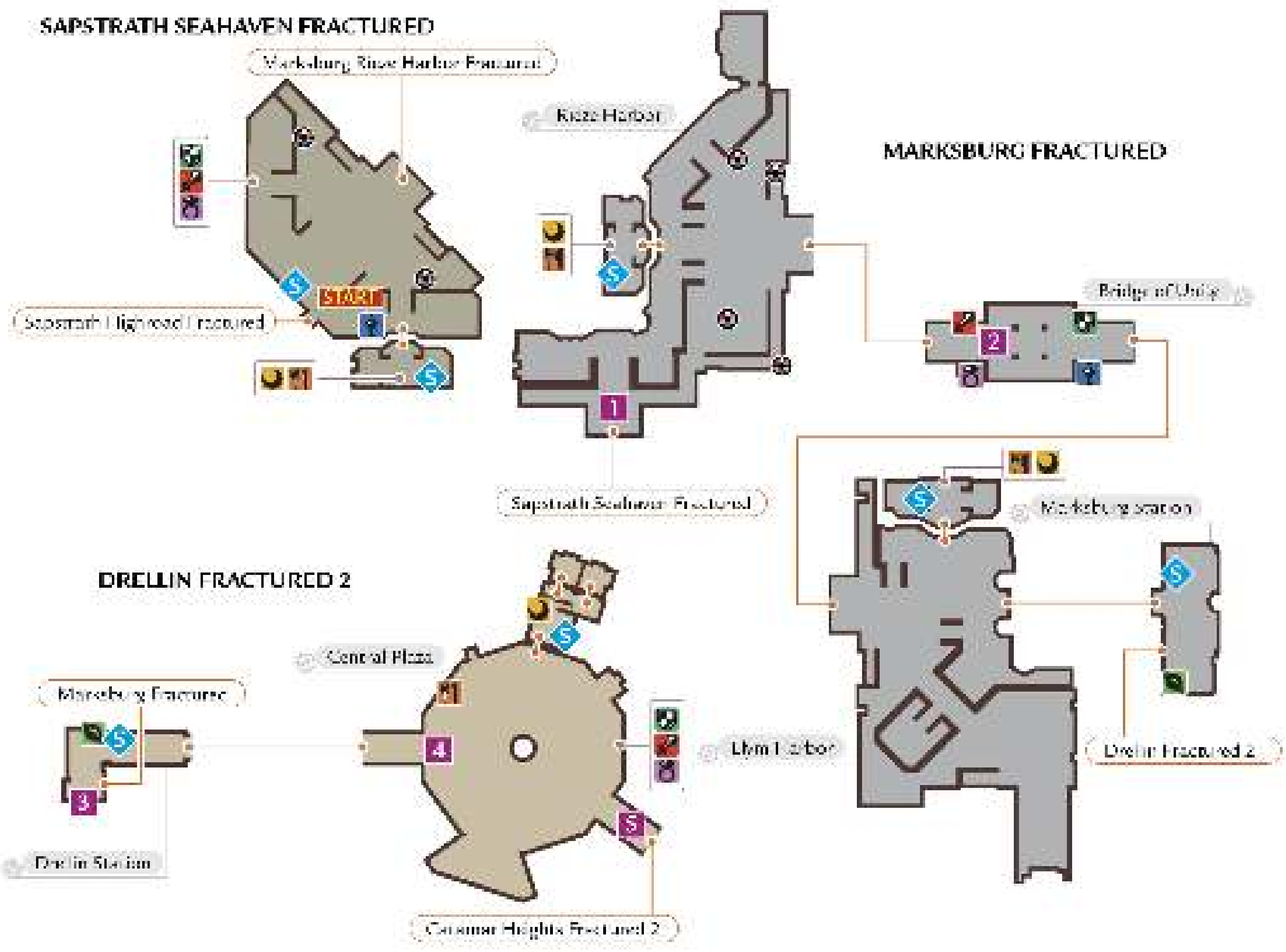
Town

Sapstrath Seahaven (Fractured)-Drellin (Fractured 2)

Required Teammates	Ludger Jude Milla Rowen
Inn Price	150 gald
Elemental ore	14–60
Enemies Level	—
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Sapstrath Seheaven (Fractured)-Drellin (Fractured 2)	Main	Idealism and Reality	Marksburg (Fractured)	Go to Elym Harbor	L1: None R1: Jude +250	Ludger Jude Milla Elle


SAPSTRATH SEAHAVEN FRACTURED
Marksburg Rieze Harbor Fractured
Rieze Harbor
MARKSBURG FRACTURED
START
Sapstrath Highroad Fractured
Bridge of Unity
1
2
Sapstrath Seahaven Fractured
Marksburg station
DRELLIN FRACTURED 2
Central Plaza
Marksburg Fractured
4
Elym Harbor
Drellin Fractured 2
3
5
Drellin Station
Catamar Heights Fractured 2

Travel by Ship and Train

1 In Sapstrath Seahaven go to the port and sail for Marksburg—Rieze Harbor.

Good heavens, no.

2 Go to the Elympios side of Marksburg using the Bridge of Unity and you will encounter a new creature that is especially interesting to Jude.

What a cute little glowy dog thing!

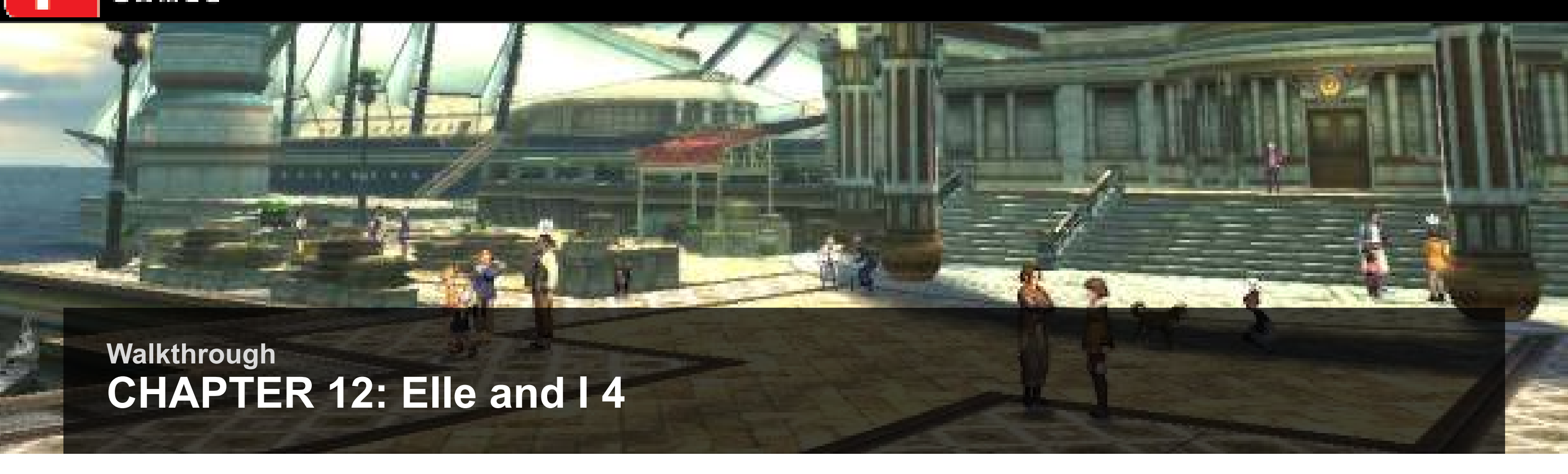
L1: **Poke it.**	R1: **Pet it.**

3 Use the ticket machine at the station to catch the next train to Drellin Station. However, before you leave, make sure to stock up on items for the upcoming boss fight. In particular you will want as many Panacea Bottles, Syrup Bottles, and Lemon Gels as you can afford. You should also check that your team has the best gear you can afford.

4 5 Upon arriving at Drellin, Jude and Milla will reminisce. Make a hasty exit to Catamar Heights to scour that area on your way to the mysterious lake.

Jude and Milla

L1: **You two really get each other, huh?** (Jude affinity +150)	R1: **Milla seems happy about your success, too.** (Milla affinity +150)



Field

Catamar Heights (Fractured 2)

Required Teammates	Ludger Jude Milla Rowen
Inn Price	—
Elemental ore	14–45
Enemies Level	55–59
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Catamar Heights (Fractured 2)	Main	Daddy Makes the Best Food	Catamar Heights (Fractured)	—	—	Ludger Jude Milla Rowen Elle

Enemies

Neighbor Hawk

Type	●
HP	5245
Weak	●
Strong	●

Hill Boar

Type	●
HP	8460
Weak	●
Strong	—

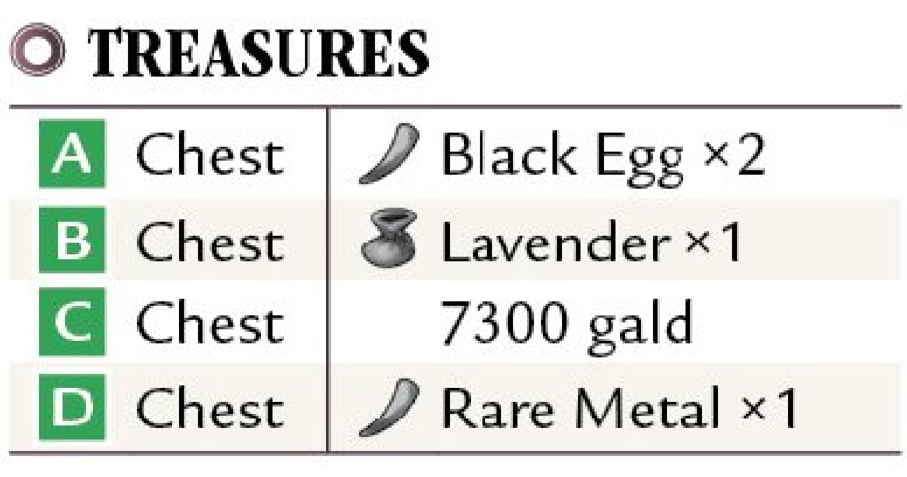
Hill Shade

Type	●
HP	5640
Weak	●
Strong	—

Red Rock Tortoise

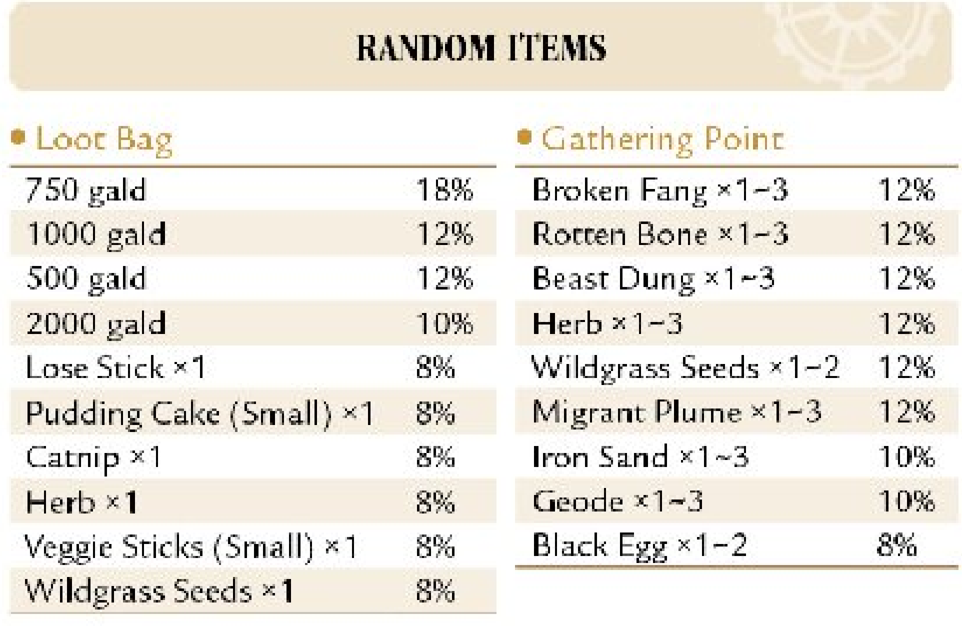
Type	●
HP	5978
Weak	● ●
Strong	● ● ●

Catamar Heights Fractured 2



TREASURES

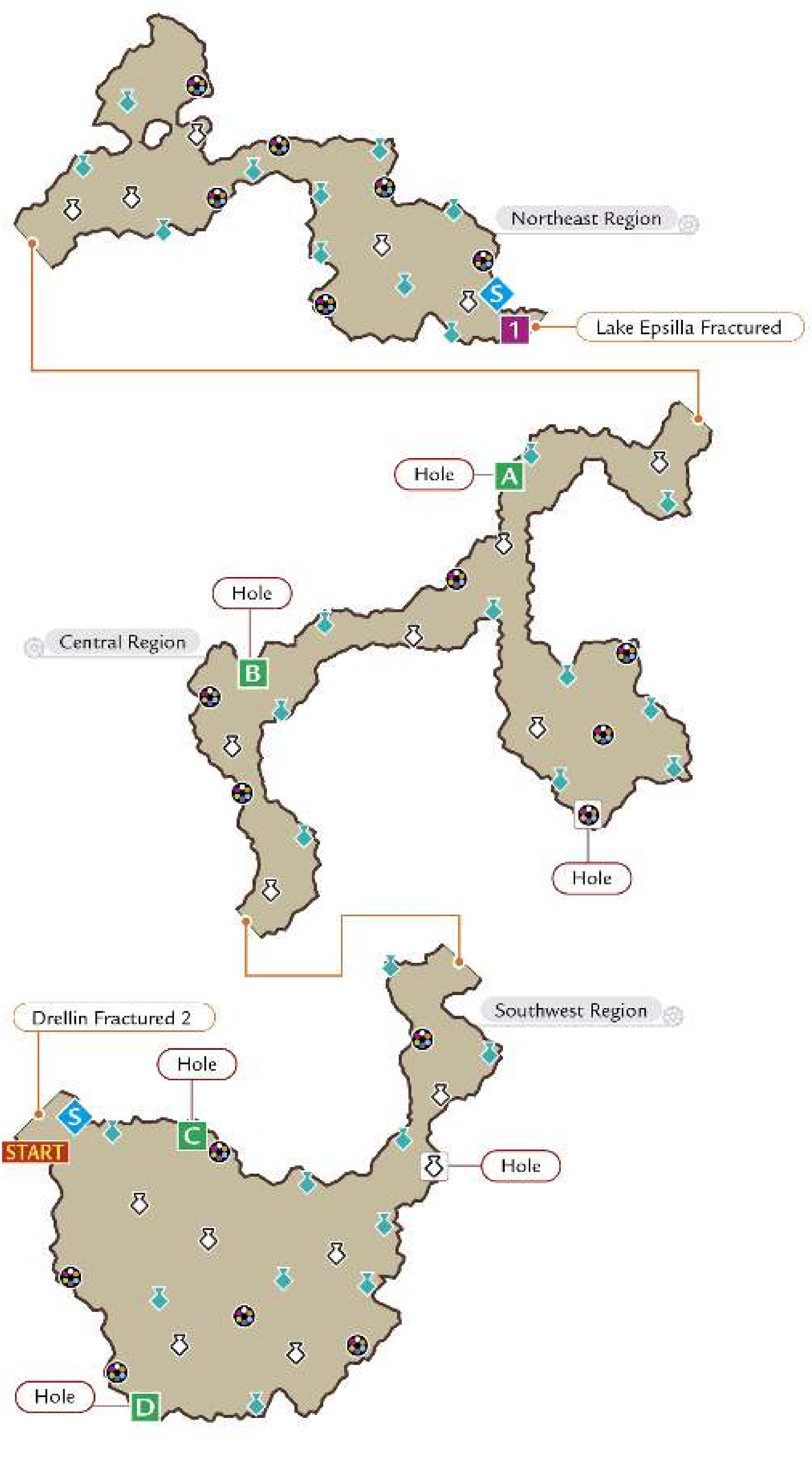
A	Chest	Black Egg ×2
B	Chest	Lavender ×1
C	Chest	7300 gald
D	Chest	Rare Metal ×1



RANDOM ITEMS

Loot Bag	
750 gald	18%
1000 gald	12%
500 gald	12%
2000 gald	10%
Lose Stick ×1	8%
Pudding Cake (Small) ×1	8%
Catnip ×1	8%
Herb ×1	8%
Veggie Sticks (Small) ×1	8%
Wildgrass Seeds ×1	8%

Gathering Point	
Broken Fang ×1–3	12%
Rotten Bone ×1–3	12%
Beast Dung ×1–3	12%
Herb ×1–3	12%
Wildgrass Seeds ×1–2	12%
Migrant Plume ×1–3	12%
Iron Sand ×1–3	10%
Geode ×1–3	10%
Black Egg ×1–2	8%


Northeast Region
S
1
Lake Epsilla Fractured
Hole
A
Hole
Central Region
B
Hole
Southwest Region
Drellin Fractured 2
Hole
S
C
START
Hole
Hole
D

Slash Your Way to Victory

Binding Sphere
2240 DAMAGE!
4 POWER HITS!
1054
3827 210
3263 177
2533 229
4071 109
2

Like the previous area, there are some unique enemies in this region, so make sure to run into them all to fill up your Enemy Data entries. Most of the beasts in Catamar Heights are weak to Slash damage, which makes Ludger's dual blades the ideal weapon. Link with Milla and together they can slice their way though this section pretty easily. The exception to that rule is the Red Rock Tortoise, which can resist Ludger and Jude's attacks. The giant tortoise is best left for Rowen and Milla to team up against. Battle your way through all three areas to finally reach the exit to the mysterious lake you've heard so much about.

Walkthrough

CHAPTER 12: Elle and I 5

Town

Lake Epsilla (Fractured)

Required Teammates	Ludger Jude Milla Rowen
Inn Price	—
Elemental ore	—
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Lake Epsilla (Fractured)	Main	The Catalyst	Drellin (Fractured)	—	—	Ludger Jude Milla Rowen

Search for the Final Waymarker

1 In this dimension, the lake is full and the area is robust. Also, there is a mysterious house by the water that Elle recognizes.

2 3 After a nice meal with Victor, step outside and talk with him to discuss what is going on in this Fractured Dimension. Unfortunately it is not a peaceful chat and turns into a boss fight.

You and I can live happily ever after, Elle.

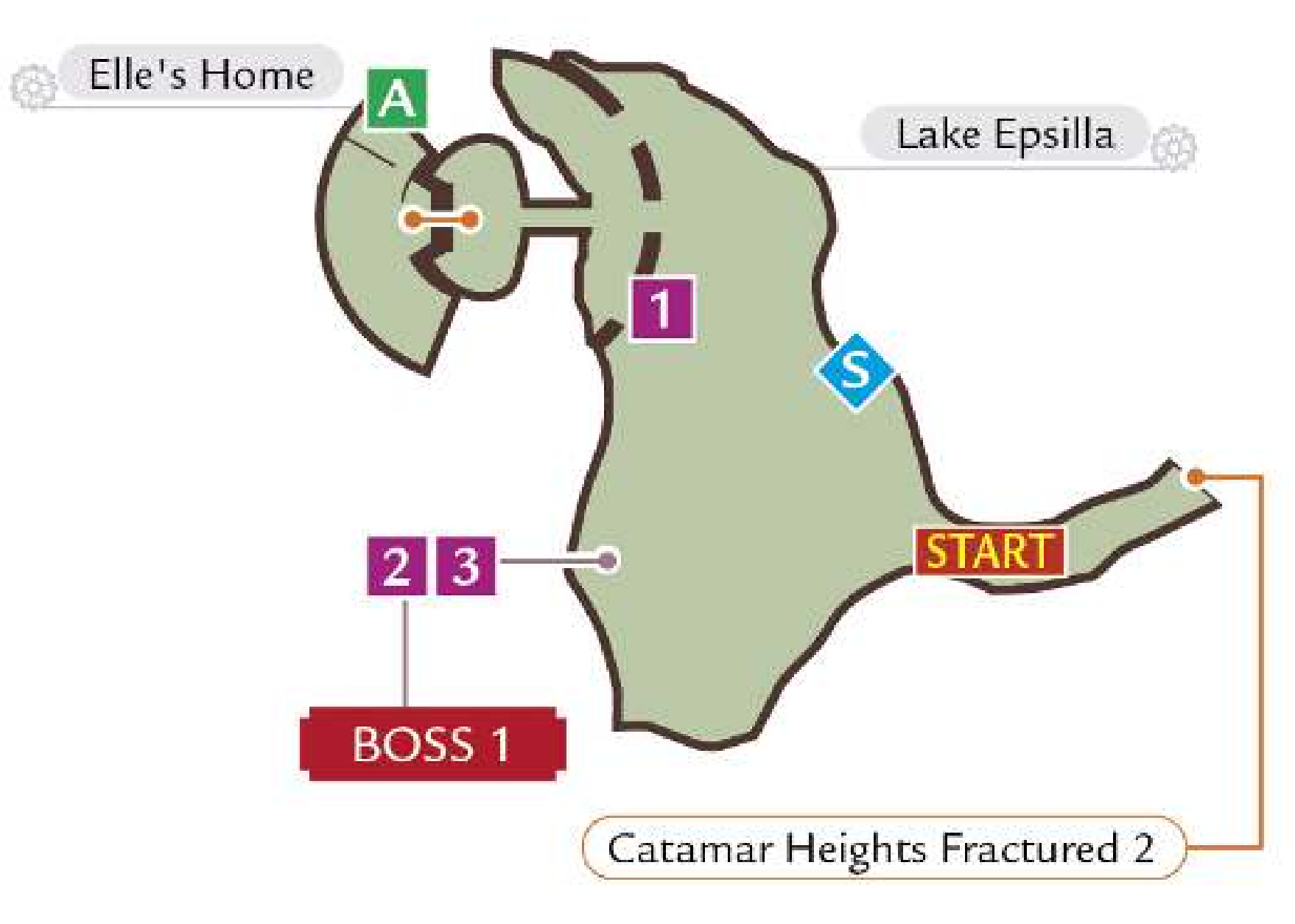
L1: **Stay back, Elle!** (Elle affinity +250)	R1: **Is that really possible?**

Boss Victor

Level	58-62
Iron Stance	80
HP	283680–300960
Weak	—
Strong	—

Drop	Exceed (100%)/Lightning and Hail (100%)
Steal	—

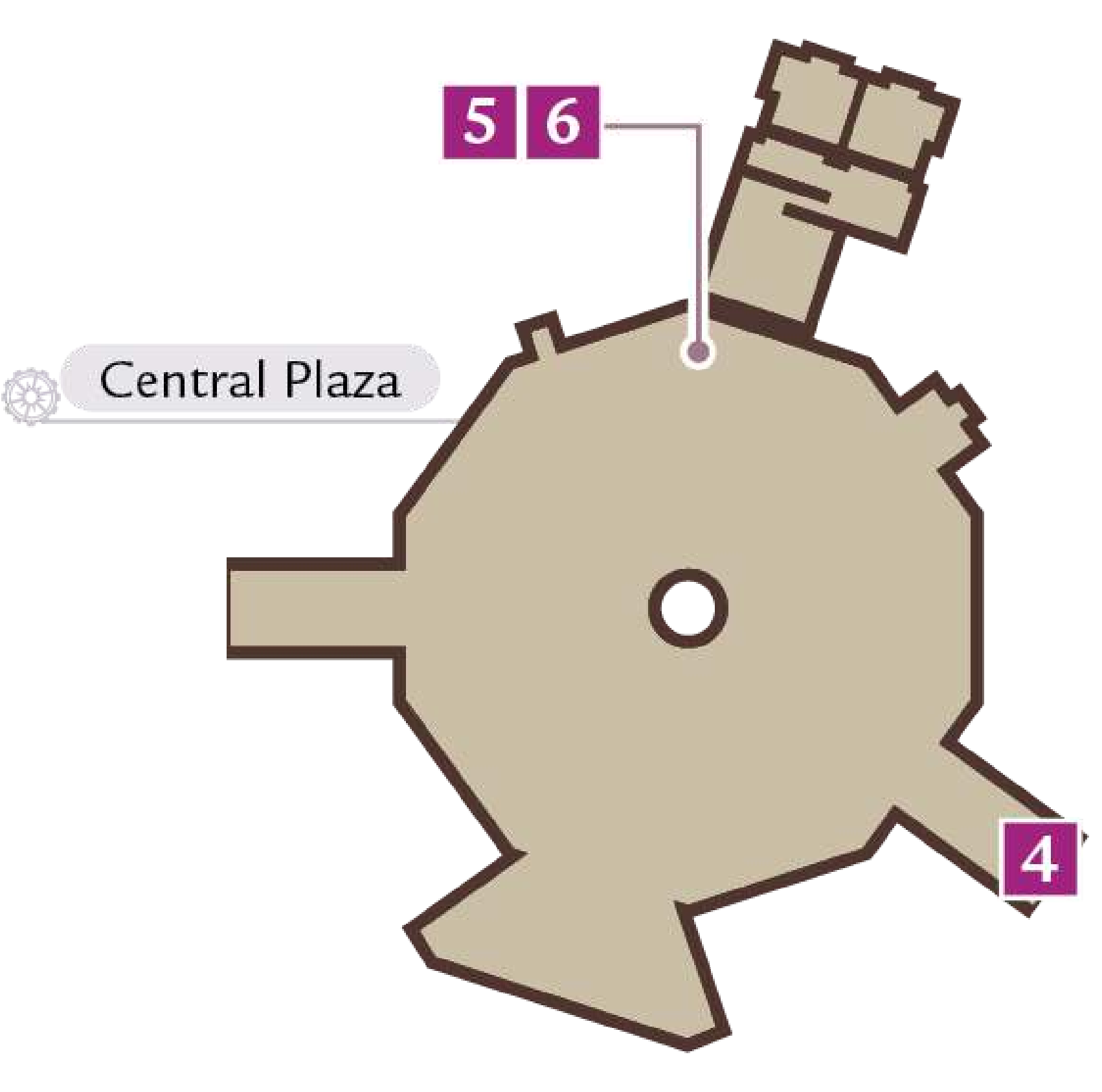
Lake Epsilla Fractured



Drellin

TREASURE

A Chest	Revival Ring ×1



Counter Victor's Transformation With Your Own

Victor begins this battle in the transformed state, and if you fight him like that he'll repeatedly use artes to wipe out your party. He can't maintain his transformation forever, so buy time by having Ludger transform himself. After transforming, alternate between Dark Projection and Azure Edge, capping the combo with a mystic arte. This allows you to make drastic movements that will throw off the enemy's attempts to target you while unleashing powerful artes of your own. This is a good way to keep your transformation going.

Wings of Destruction
Stun Recovery

When Victor is using dual pistols, he uses Wings of Destruction to attack a wide swath of battlefield in front of him before chaining into a mystic arte. This move comes out fast, but if you block as soon as its name appears on screen, you should make it in time. Always fight very cautiously when Victor is using dual pistols.

Flame Tunnel

Flame Tunnel is an arte in which Victor advances while spinning his sledgehammer, knocking down his target and potentially inflicting the Burn ailment. This attack is a little slow, so you can evade it by using repeated back-steps or a side-step followed by a back-step.

Victor's combat strength improves dramatically when he transforms. Even if your chromatus gauge hasn't hit level 2 yet, it's important that you transform when he does in order to protect your comrades.

Victor has no weakness, so you should use the Power Charge 2 skill to attack him. If you run up to him carelessly he'll pummel you, so wait for a gap between moves to move in and circle behind or beside him to launch your attack. Also make sure to equip health-restoring aids as well as Panacea Bottles and Syrup Bottles to deal with the status aliments that can paralyze or burn your party.

4 When the fight is over, the party returns to their desolate version of Epsilla Lake and returns to Drellin.

5 Find lodging at the local inn to sort out the situation you encountered.

Bonus Scene: Milla (completed Milla Episode 3)

How are you holding up?

L1: **I'm fine.** (Milla affinity +150)	R1: **I'm still numb...**

You're going to make more?

L1: **I want to. For Elle.** (Elle affinity +250)	R1: **Cooking takes my mind off things.**

Bonus Scene: Jude (completed Jude Episode 3)

I'm sorry that I can't do more for you.

L1: **Why are you apologizing? I destroyed an entire world filled with spyrites.** (Jude affinity +250)	R1: **Want a taste?**

You never get to taste their cooking again.

L1: **That's right.**	R1: **I'm sorry.** (Elle affinity +500)

6 After a good night's rest, the party will head to Spirius for another mission. There are several dialogue options to go through, but none of them impact the game.

Debt Repayment Interval 12-13

Payment required	150000 gald

Character Episodes

Milla 4	
Location	Fennmont
Reward	Xillia Outfit 1 and Xillia Haircut, 25000 gald, affinity +500

Alvin 4	
Location	Fennmont
Reward	Clean-Cut costume, 25000 gald, affinity +500

Event Quest

23 Request from The Four

Client	Party	Item / Task	Location	Description	Reward
The Four Great Spirits	Ludger, Milla, Gaius	Gaius Dumpling x4	Milla's Shrine - Interior	We'd like to try the Gaius dumplings from Kanbalar! Can you bring some to the shrine in Nia Khera?	8000 gald, 2560 Points

24 The Spicy Chef

Client	Party	Item / Task	Location	Description	Reward
Spicy Chef	Ludger, Milla, Gaius	Mabo Curry (Medium)	Fennmont Seahaven	I'm a Spicy Chef in Fennmont. I need a Mabo Curry for research. Think you can handle that, chump?	6900 gald, 2208 Points. Chef's Hat

Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Subtlety of Falling Snow	—	Wild Gold Dust	Dimensional Breach	800 gald, 100 Points, Solar Eclipse
A Favor	—	Light-Leaf Clover	Rusalle Highroad	800 gald, 100 Points, Nightless World

Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
Hassle at the Tatalian Abyss 4*	Silver Seal	Blade Beak	Tatalian Abyss	12000 gald, 3000 Points
Banned from the Club	—	Sylvan Crab	Royal Hunting Grounds	800 gald, 100 Points, Ultimate Lightning Bolt
The Law of the Gentleman	Silver Medal	Gentlesylph	Bermia Gorge	800 gald, 100 Points, Prism Ribbon

Elite Monster info

Bloodsucking Tree: Vampiric Plant!		
Client	Location	Rewards
Spirius Corp.	Talys Highroad	120000 gald, 36000 Points

*: Appears after completing Hassle at the Tatalian Abyss 3.

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Ludger and Elle	Drellin	—	L1: None R1: Rowen +250	Ludger Jude Milla Rowen Elle
Debt Repayment Interval	Etc.	The Truth About Muzét	Anywhere	—	L1: Jude +250, Gaius +250 R1: Alvin +250 Rowen +250	Ludger Jude Alvin Rowen Gaius
Debt Repayment Interval	Etc.	What Kind of Fractured Dimension is This?	Trigleph	—	—	Jude Milla Muzét Gaius
Debt Repayment Interval	Etc.	The Importance of Sweetness	Marksburg	—	L1: Milla +250, Muzét +250 R1: Elize +250, Leia +250	Ludger Muzét Milla Elize Leia
Debt Repayment Interval	Main	Call from Vera (7)	Anywhere	After debt repayment	L1: None R1: None	Ludger

Switch from Debt Repayment to Boss Prep

There's a boss fight at the immediate start of the next chapter and no opportunity to shop for supplies before it happens. Use this debt repayment interval to buy new weapons and armor in Drellin and craft custom weapons that are Water, Wind, or Light damage type. At around 10000 gald a piece they won't come cheap, so prioritize buying them for the characters you'll use in the next chapter: Ludger, Milla, Gaius, and Muzét.

If you've completed Milla Episode 4 and Muzét Episode 1, you'll get to see a bonus scene in the next chapter. As soon as you pay back your debt, the next chapter will begin, so eat an attack boosting bowl of Takoyaki Ramen.

Note

You can earn a lot of gald in the character episodes. Use it to supplement your debt repayments.

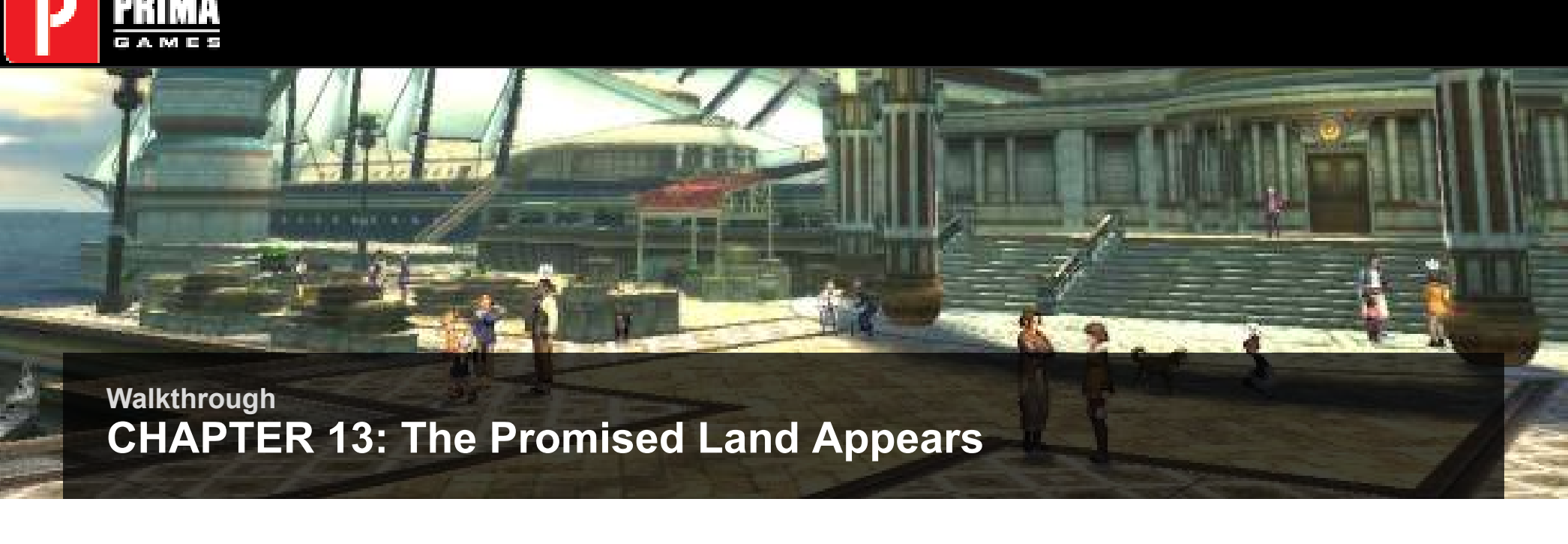
Acquire Three Extractors Through Quests

Sylvan Crab

During this repayment interval, you can earn three extractors as quest rewards. The first quest is monster slaying mission Banned from the Club: kill a Sylvan Crab at the Royal Hunting Grounds. The other two quests require materials that can be acquired through the Kitty Dispatch, so as soon as the interval begins, dispatch your cats to the Rusalle Highroad and the Dimensional Breach. After that, you should pursue Character Episodes to earn gald.

Note

None of the quests that offer extractor rewards require titles, which is nice.



Walkthrough

CHAPTER 13: The Promised Land Appears

Town

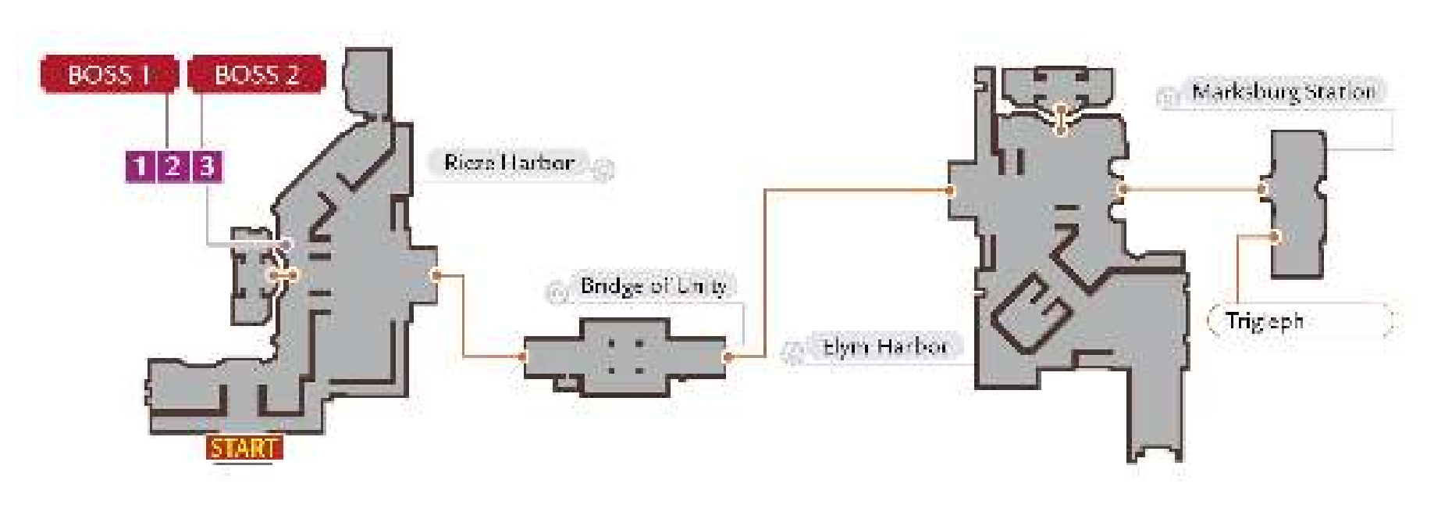
Marksburg (2)

Required Teammates	Ludger Milla Gaius Muzét
Inn Price	400–500 gald
Elemental ore	—
Cats	—

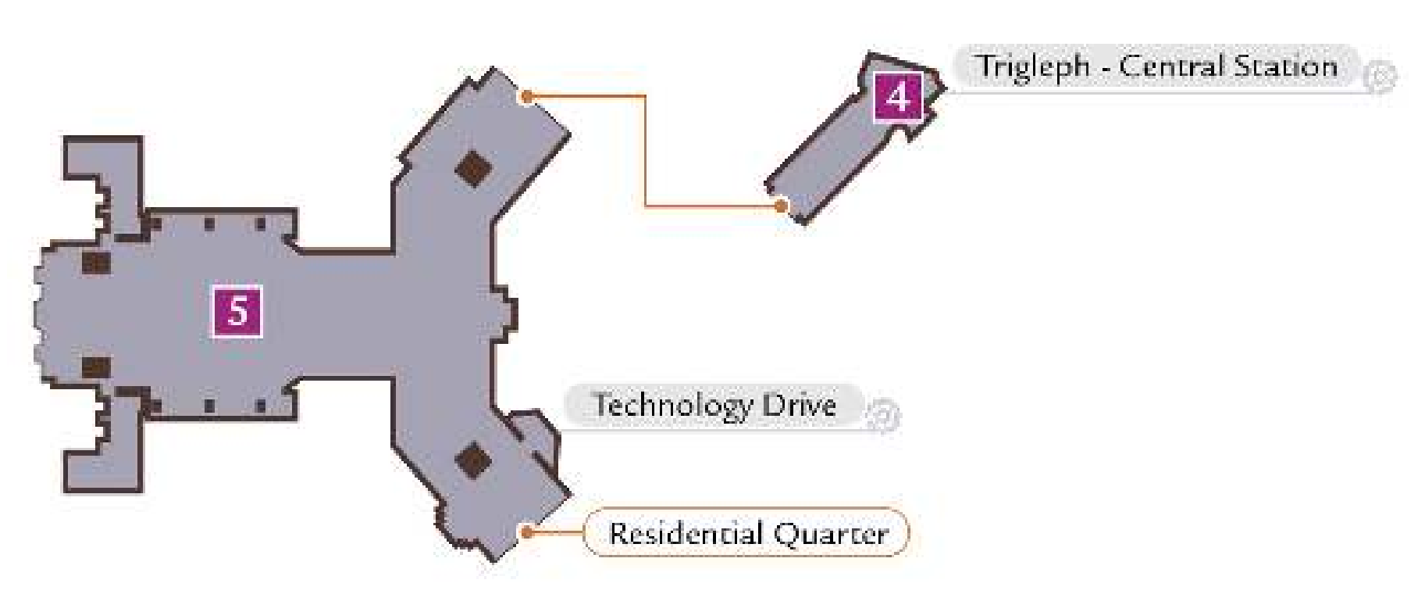
Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Marksburg (2)	Main	A Journey Without Elle	Anywhere	—	L1: None R1: Milla +250	Ludger Jude Milla Muzét

Marksburg



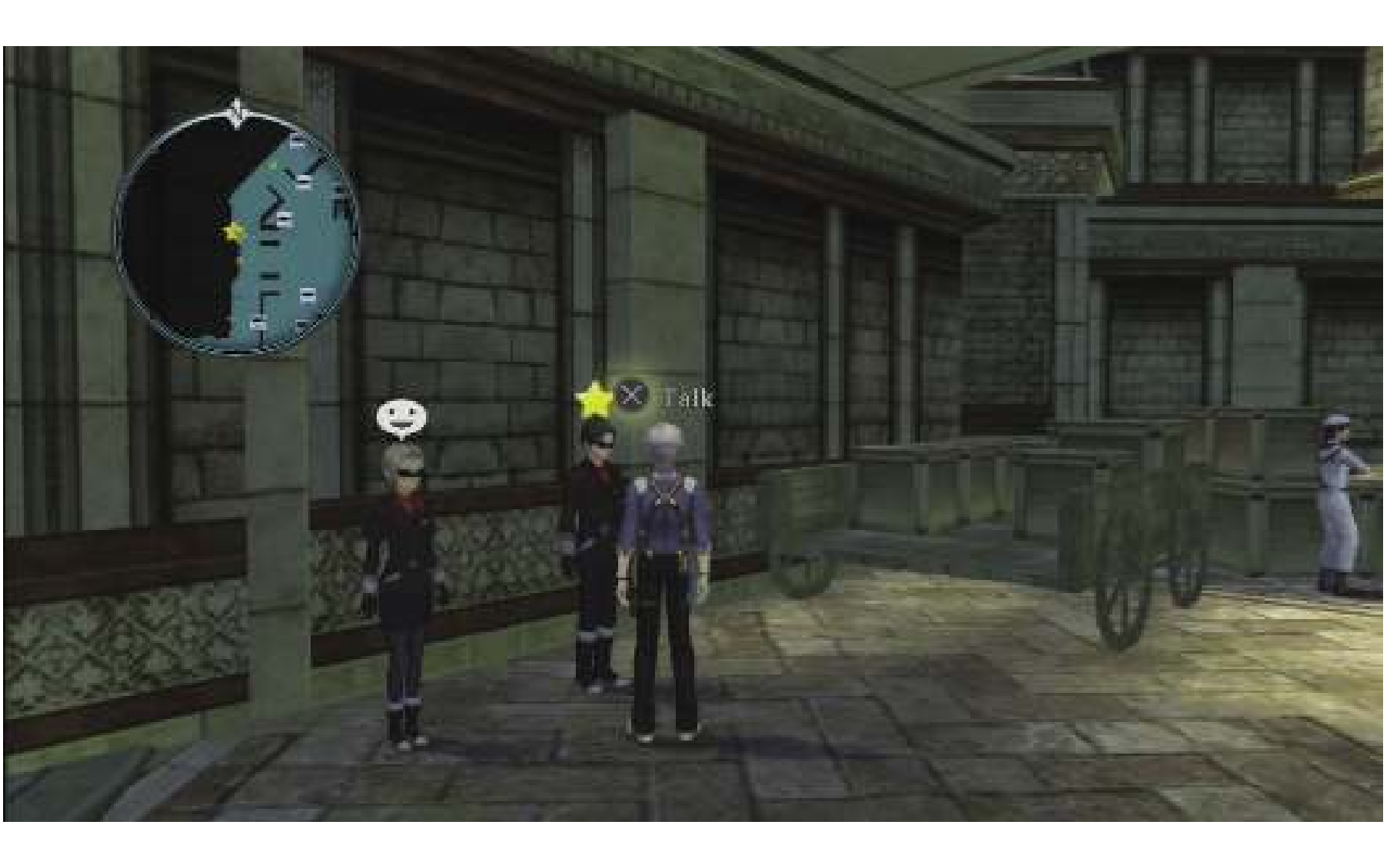
Trigleph



Pepare to Enter Canaan

Note

As soon as you start the chapter a boss fight occurs. Make sure you are well prepared before speaking to the agent.



1 In Marksburg—Rieze Harbor, chat with the Spirius agent in a black suit next to the inn. When the Waymarkers are placed, a path to Canaan will present itself, but you must get past Chronos first.

Uh...sure.

L1: **Let's draw out a star.**

R1: **You can do it, Elle.**

What'll you do? (timed)

L1: **Transform and fight him.**

R1: **Fight him without transforming.**

Bonus Scene: Milla (complete Milla Episode 4)

Bonus Scene: Muzét (complete Muzét Episode 1)

Boss Chronos

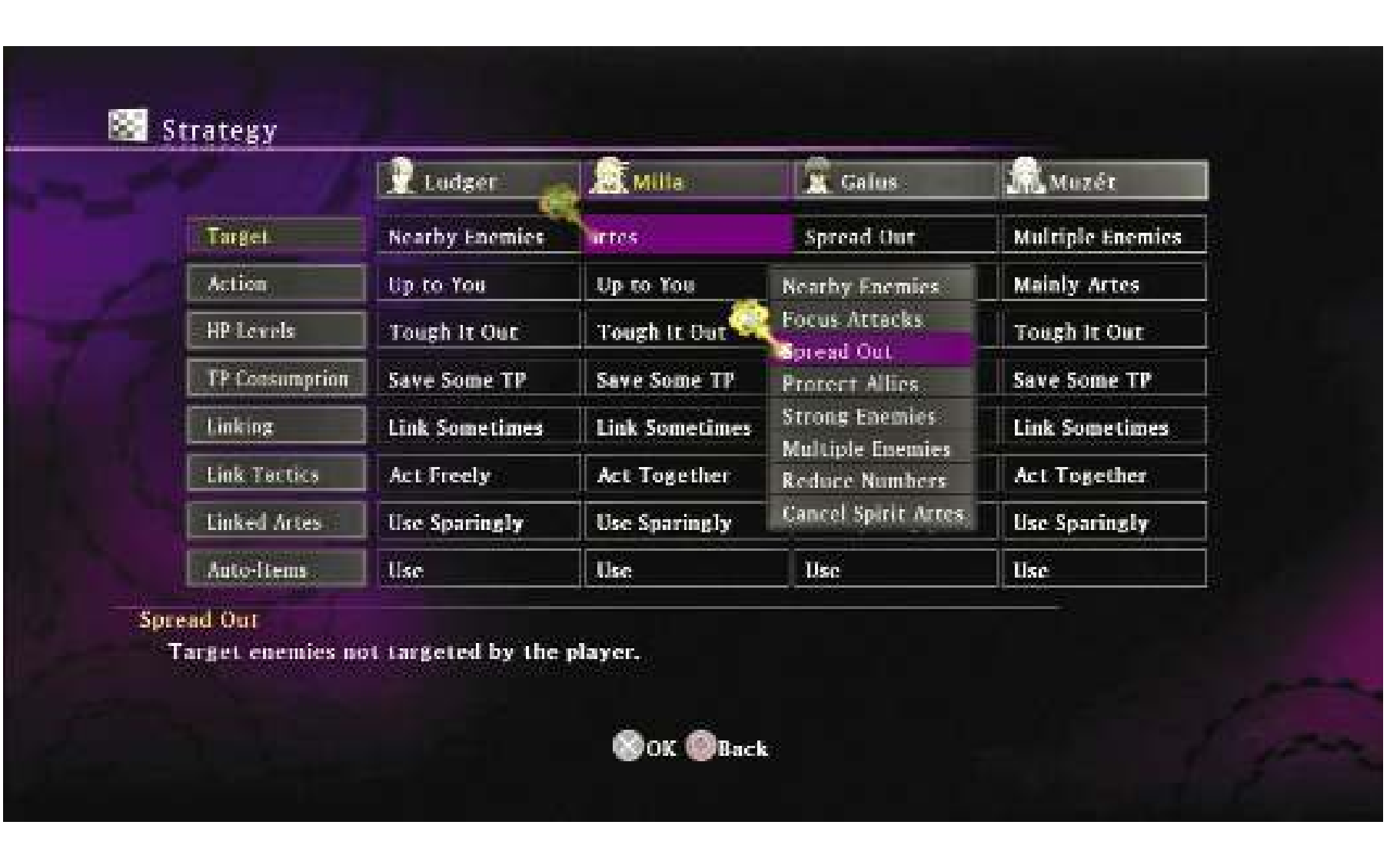
Level	59–63
Iron Stance	100
HP	181200–192072
Weak	—
Strong	● ●

Drop	—
Steal	—

Focus on Chronos While Protecting Your Party From Ailments

Chakra Circle
Support Warp

2 This boss's deadliest attack is the potentially petrification-inflicting Tetra Spell. If you become petrified, you'll take heavy damage from Chronos Laser, so heal yourself with Panacea Bottles as you battle.



Strategy

	Ludger	Milla	Gaius	Muzét
Target	Nearby Enemies	Artes	Spread Out	Multiple Enemies
Action	Up to You	Up to You	Nearby Enemies	Mainly Artes
HP Levels	Tough It Out	Tough It Out	Focus Attacks	Tough It Out
TP Consumption	Save Some TP	Save Some TP	Spread Out	Save Some TP
Linking	Link Sometimes	Link Sometimes	Protect Allies	Link Sometimes
Link Tactics	Act Freely	Act Together	Strong Enemies	Act Together
Linked Artes	Use Sparingly	Use Sparingly	Multiple Enemies	Use Sparingly
Auto-Items	Use	Use	Use	Use

Reduce Numbers
Cancel Spirit Artes

Spread Out
Target enemies not targeted by the player.

Chronos has no weakness, so use Power Charge 2 to give him one when you attack. Ignore the two Chronos Bits that accompany Chronos, as no amount of attacking will destroy them. Also, use the Spread Out tactic so that your allies will keep the bits occupied. This battle ends when Chronos is reduced to half his HP.

Boss Chronos

Level	59–63
Iron Stance	100
HP	181200–192072
Weak	—
Strong	●

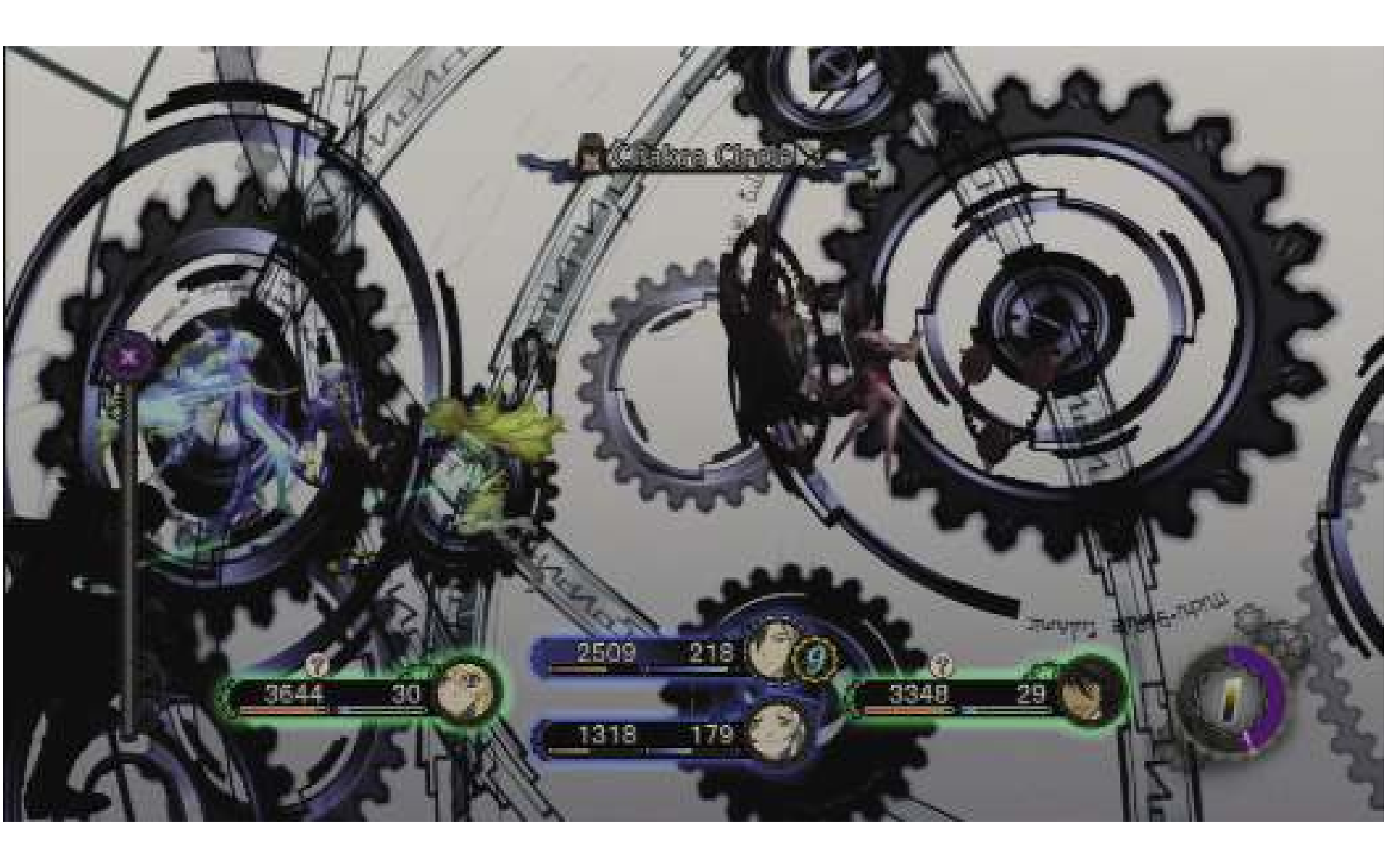
Drop	Hourglass (100%)/Mystic Emblem (100%)
Steal	—

Transform When Chronos Uses Time Compression

Support Warp

3 At the beginning of this stage of the fight, the boss summons the Chronos Bits. Unlike the previous fight, you need to destroy them first before concentrating on Chronos.

Cage of Torment generates pillars of light in front of the boss that remain on the battlefield for a long time. If you touch them, you'll be immobilized, so side-step away and find a different route to reach him. Also, this boss has knock-back attacks too. Approach it gradually with quick-steps and while blocking.



When Chronos's HP is reduced to half of its max, he'll attempt to use Time Compression to rewind time to just before the battle when his HP was cut in half. This move gives you a big opening; use it to restore HP and TP until just before the screen turns white. After that, make sure to transform to cancel the attack.

Note

If you lose this battle, the story will go on, but you can get some prizes for winning.

It doesn't matter!

L1: **It doesn't matter?**

R1: **It does!**

I'm proud of you.

L1: **Accept his hand.** (Bisley affinity +400)

R1: **I have to go after Elle.** (Elle affinity +250)

4 **5** Bisley promises to look after Elle, so make the long trek back to Spirius Corporation.

Debt Repayment Interval 13-14

Payment required	150000 gald

Character Episodes

Jude 4	
Location	Kanbalar
Reward	Celsius Fossil, affinity +500

Gaius 3	
Location	Trigleph
Reward	Xillia Outfit 2 and Xillia Haircut 2, affinity +750

Elize 3	
Location	Leronde
Reward	Xillia Outfit 2, affinity +750

Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Jolyne's Plea—Part 7	Bronze Badge	Wild Bird Egg	Aladhi Trail	800 gald, 500 Points, Censor Bar
The Last Shard	—	Stained Glass Fragments	Xailen Woods Temple	800 gald, 100 Points, Ultimate Starfire
Aren't You Cold?	—	Prayer Pennants	Xian Du	800 gald, 100 Points, Burning Windmill
The Master's Techniques	Gold Token	Iron Dust	Fort Gandala	800 gald, 100 Points, Elemental Guard

Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
Hassle at the Tatalian Abyss 5*	Gold Token	Lizardman	Tatalian Abyss	17600 gald, 4400 Points, Bushy Eyebrows
The Law of the Gentleman	Gold Token	Gentlemundine	Kukhar Ice Caverns	800 gald, 100 Points, Skill Tome: "Super Heal" LU
The Law of the Gentleman	Gold Token	Gentlefreet	Nala Lava Tubes	800 gald, 100 Points, Skill Tome: "Ultra Awakening" LU
I'm Scared	—	King Cockatrice	Rusalle Highroad	800 gald, 100 Points, Lightless World

Elite Monster info

Infernal Call: Cthulhu Demon!

Client	Location	Rewards
Spirius Corp.	Arklund Quag	150000 gald, 45000 Points

Note

*: Appears after completing Hassle at the Tatalian Abyss 4

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	The Land of Canaan Appears	Marksburg	—	—	Ludger Jude Milla Rowen Gaius Muzét
Debt Repayment Interval	Main	Call from Vera (8)	Anywhere	After debt repayment	—	Ludger

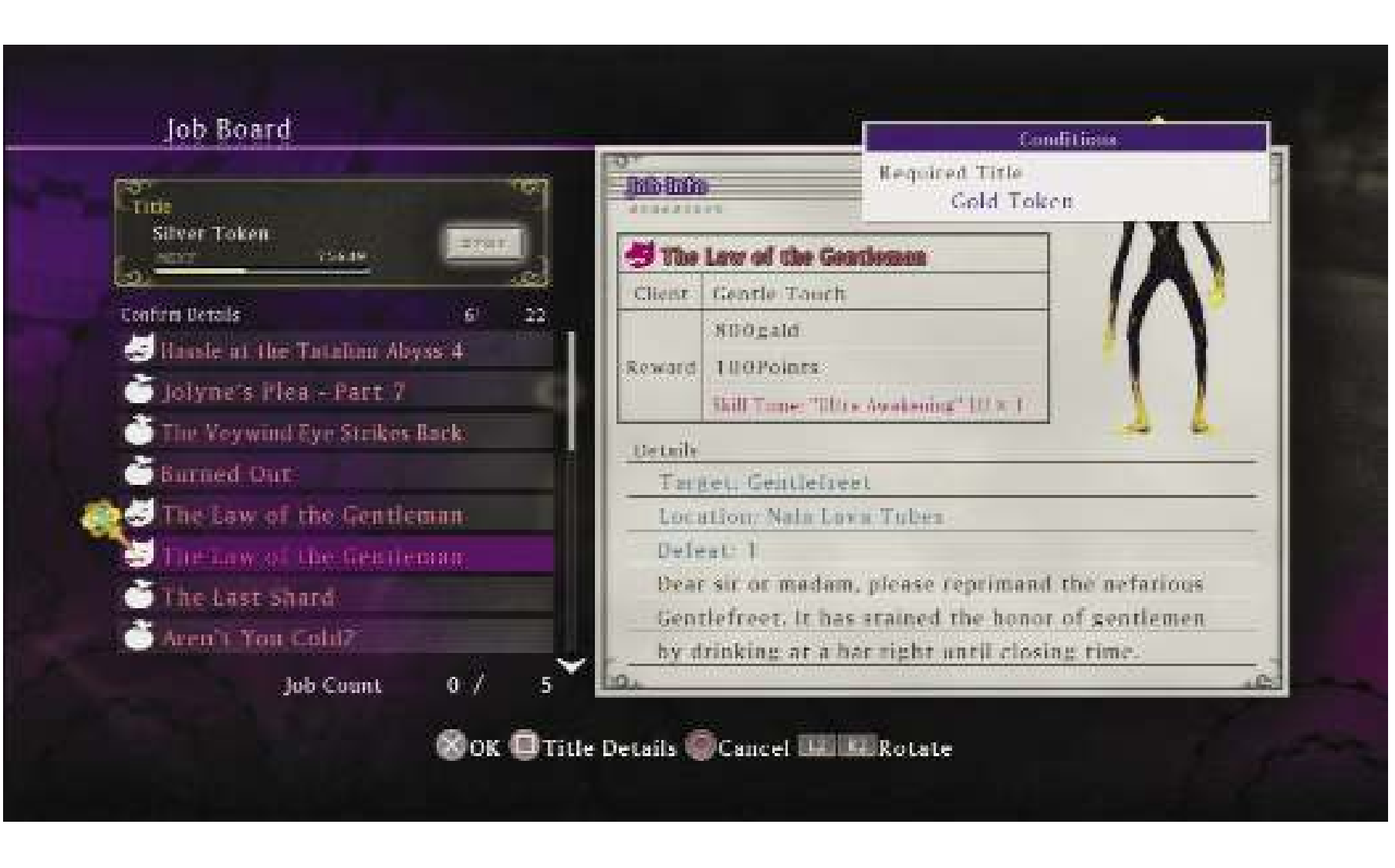
Prepare Gear for Jude, Milla, Gaius, and Muzét

In the next chapter, Ludger will be joined by Gaius, Muzét, and either Jude or Milla. Which character you get depends on a choice you make in the quest, but if you wait to see how the story unfolds it will be too late to purchase equipment for the character who joins you. Make your choice now, and buy them the gear that they'll need. Note that after that, Ludger will have to fight a boss by himself, so make sure to buy a sufficient quantity of recovery items for that fight. Also, the boss in the first part of the chapter is weak to Wind, so bring weapons like Prometheus (Wind) or Shinatsuhiko.

Note

Without Elle around, you can't transform or go to fractured worlds. You may have to complete some character episodes later.

Acquire the Artes Tomes Ultra Awakening and Super Heal



Job Board

Title: Silver Token

Confirm Details 6/22

- Hassle at the Tatalian Abyss 4
- Jolyne's Plea - Part 7
- The Voywind Eye Strikes Back
- Burned Out
- The Law of the Gentleman
- The Law of the Gentleman
- The Last Shard
- Aren't You Cold?

Job Count 0 / 5

Conditions
Required Title: Gold Token

Job Info

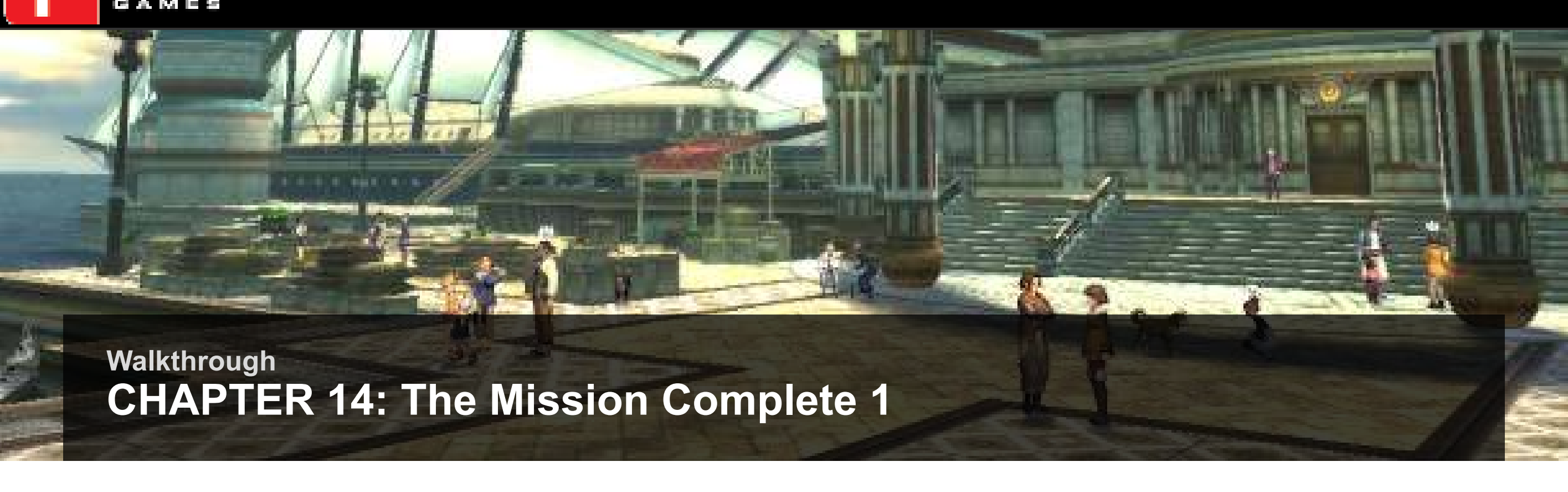
The Law of the Gentleman

Client	Gentle Touch
Reward	800 gald 100 Points Skill Tome: "Ultra Awakening" LU × 1

Details
Target: Gentlefreet
Location: Nala Lava Tubes
Defeat: 1
Dear sir or madam, please reprimand the nefarious Gentlefreet. It has stained the honor of gentlemen by drinking at a bar right until closing time.

During this interval, two variants of a quest called The Law of the Gentleman will appear. Clearing these quests will earn you artes tomes with the skills Mind Reversal and Life Reversal. These skills refill HP and TP based on the amount of damage you take, and are particularly useful against bosses who deal large amounts of damage. You'll face a lot of those types of bosses from here on out, so make sure to get them both. Both quests are simple ones that only require you to kill one enemy, but you need to have earned your Gold Token badge before you can accept them. If you don't meet that condition yet, increase your rank by pursuing other quests and battling Elite Monsters.

The Gentlemundine you face in the Kukhar Ice Caverns has a weak point on his head, so use jumping attacks to strike it and stagger him. The Gentlefreet in the Nala Lava Tubes uses lots of Fire artes so boost your Fire resistance before the fight.



Walkthrough

CHAPTER 14: The Mission Complete 1

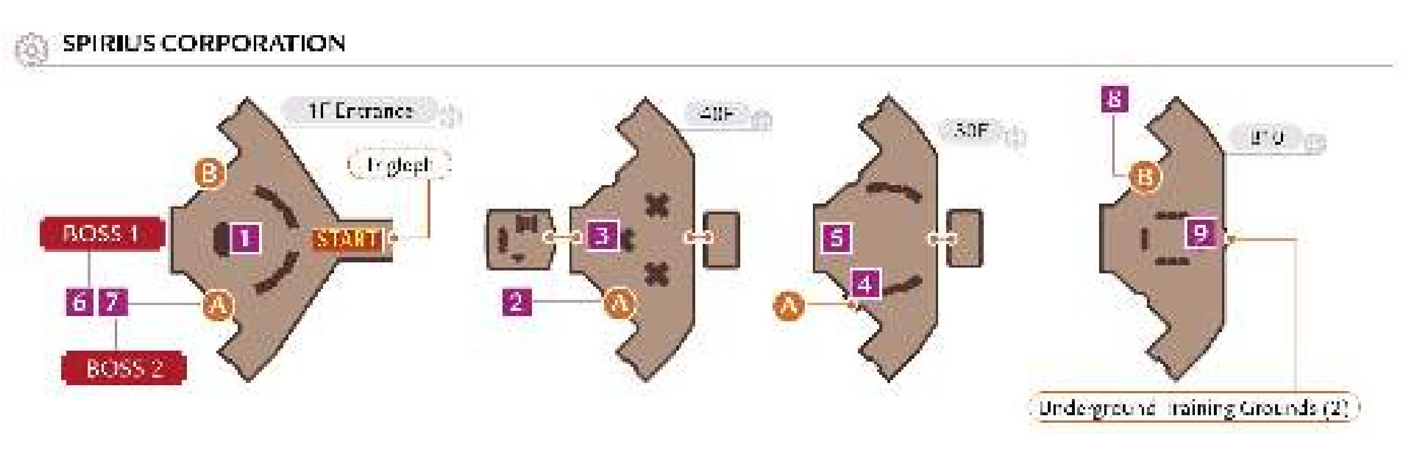
Town

Spirius Corporation (5)

Required Teammates	Ludger Jude Milla
Inn Price	—
Elemental ore	—
Enemies Level	—
Cats	—

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Spirius Corporation (5)	Main	The Power to Cross Time	Anywhere	—	L1: None R1: None	Ludger Gaius Muzét



Ludger Becomes the Head of Spirius

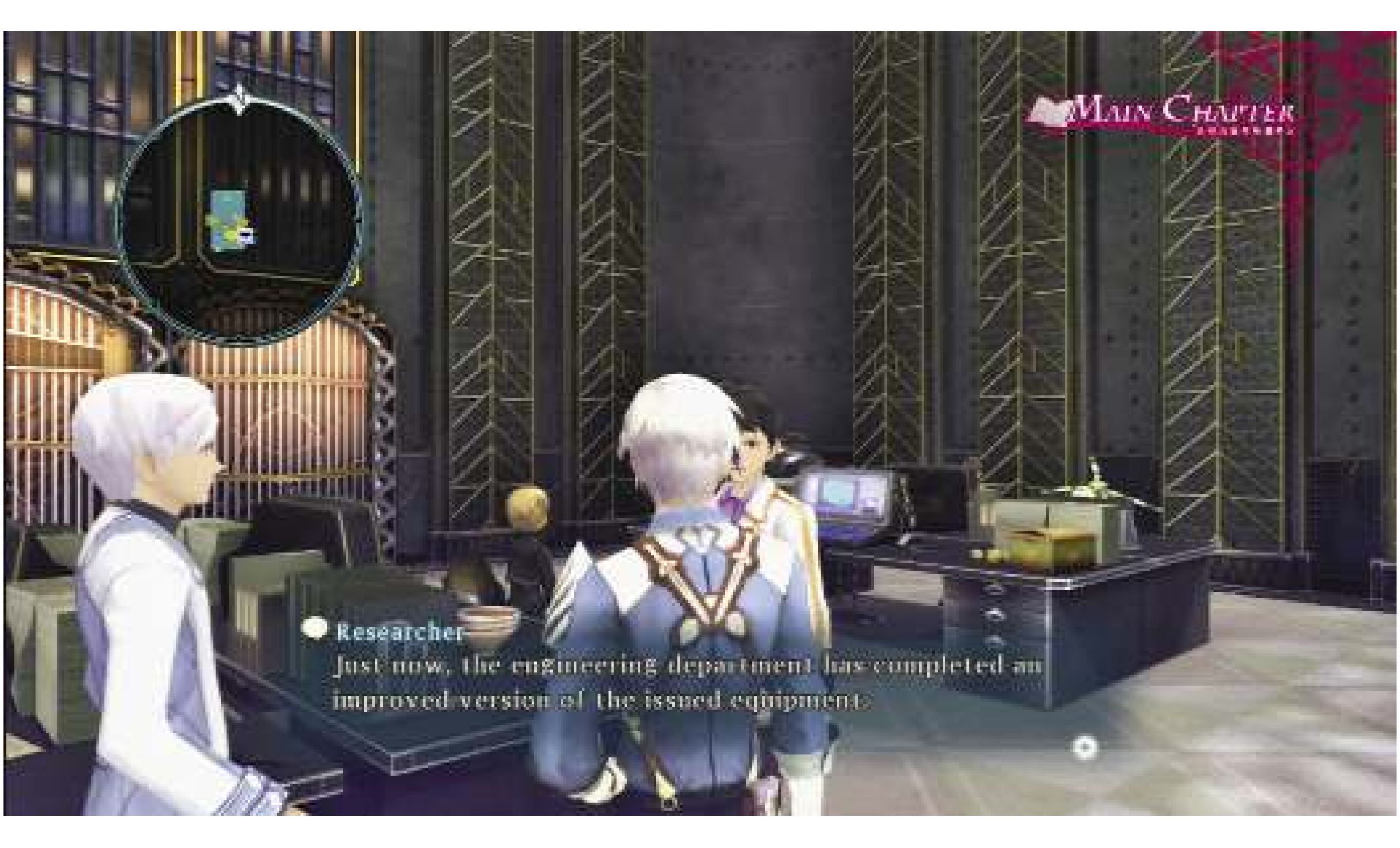
Note

Now that you've completed Chapter 13, you can pick up all those items, in various areas, that weren't previously available.

1 Once again, go see Vera in the lobby of Spirius Corp. However, this time she is accompanied by the creepy man in red, Rideaux. Ludger has received a promotion and is free to use the CEO's Office.

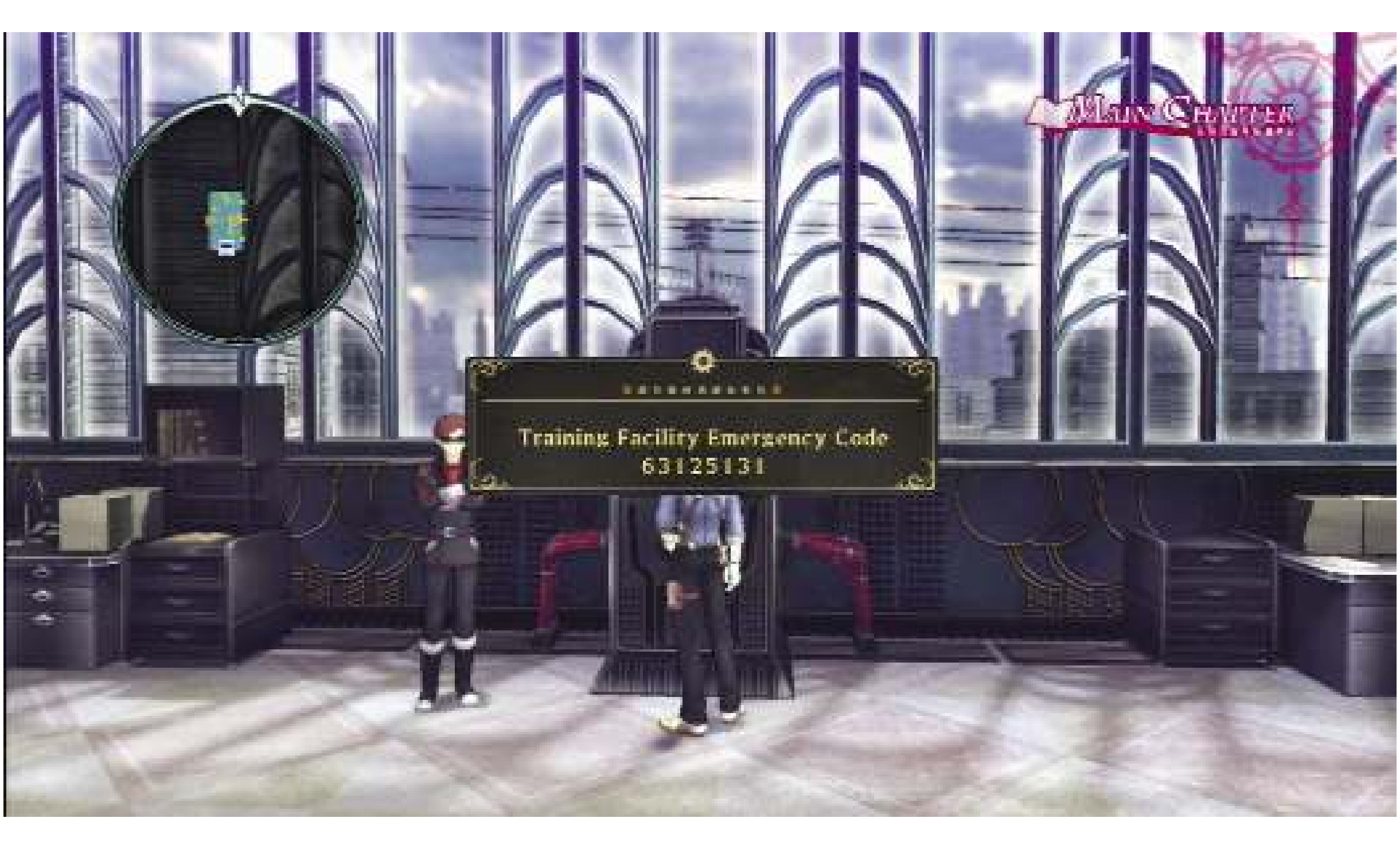
Only authorized personnel past this point.

L1: **I'm okay going by myself.**	R1: **You'll come with me?** (Jude affinity +250, Milla affinity +250)



Researcher
Just now, the engineering department has completed an improved version of the issued equipment.

2 3 Make your way up to your new office and watch a recorded message from Bisley. Search the rest of Spirius Corporation for items that weren't available before. Make sure to stop in the office on 20th floor and talk to the researcher with a red smiley face to receive the Spirius Elite.



Training Facility Emergency Code
63125131

There is another important stop to make on the 30th floor. If you go into the DODA room you will find a terminal that can reveal the emergency code for the training facility. The code can make your life a lot easier really soon, so make sure not to forget it.

Main Chapter

4 5 When you've completed your treasure hunt, go to the 30th floor and talk to Rideaux. The plot thickens as Rideaux reveals a dark revelation. The final dialogue choice can greatly increase Bisley's affinity.

This sacrifice is necessary to make a world purely for humans.

L1: **A world purely for humans?** (Bisley affinity +400)	R1: **Don't tell me Elle's the sacrifice?!**

7 Go back to the first floor to meet up with Jude and Milla. The next decision is very important because it will choose which of your friends will test your mettle.

We better hurry.

L1: **.....** (Jude affinity +250, Battle Jude)	R1: **Right behind you!** (Milla affinity +250, Battle Milla)

Note

Each battle provides the same rewards, but it also includes a bonus scene for that character and a chance to boost that character's affinity.

BOSS Jude

Level	63–67
Iron Stance	0
HP	70596–74592
Weak	●
Strong	● ●

Drop	Sync Stone (100%)
Steal	—

Equip a Fire-Type Weapon for Optimal Performance

214 DAMAGE!
11 HITS!

When Jude's HP hits half his max or Ludger is reduced to 1 HP, the fight is essentially over. At that point Jude will use his mystic arte. Ludger will respond by transforming, and the battle will end. You get the same item no matter which scenario occurs, so feel free to fight as you see fit.

Crimson Fury
1643 DAMAGE!
1 POWER HITS!
1576
161
5

If you prefer to end the battle by cutting Jude's HP in half, fight with a Fire-type weapon or artes that will allow you to stagger him with most of your attacks. Also, Jude stops moving to use Sun Spark, giving you a chance to circle behind him and unleash a combo.

Bonus SCENE: Jude (complete Jude Episode 4)

Reminds me of a certain someone.

L1: **And you really are a do-gooder, aren't you?** (Jude affinity +150)	R1: **A certain someone? Who?**

Boss Milla

Level	63–67
Iron Stance	0
HP	65508–69216
Weak	●
Strong	●

Drop	Sync Stone (100%)
Steal	—

Protect Against Ailments with a Syrup Bottle

Elemental Mastery
128 DAMAGE!
5 HITS!

7 As in the battle with Jude, if Milla's HP hits half of her max or Ludger is reduced to 1 HP, that battle is over. Like Jude, Milla will use her mystic arte, Ludger will transform, and the battle will end. You get the same item no matter which scenario occurs, so feel free to fight for fun or victory.

9891 DAMAGE!
13 POWER HITS!
1548
2550
175
4

Milla attacks with a variety of elements, potentially inflicting a variety of ailments. If you want to fight to win, use a Syrup Bottle to protect yourself. To exploit her elemental weakness, equip the Prometheus (Darkness) dual blades or use Dark-type artes like Hunting Phoenix. In general, defend until Milla begins casting an arte and use that window to strike.

Bonus Scene: Milla (complete Milla Episode 4)

You may lose everything that you've worked for.

L1: **I'll lose something more important if I don't.** (Milla affinity +150)	R1: **You know me better than that.**

Note

After fighting, your friend Ludger will still have to make some tough choices to get out of Spirius Corp.

Any ideas Ludger? (timed)

L1: **There should be an exit from the underground training grounds.** (Gaius affinity +150, Muzét affinity +300)	R1: **Lets's charge through them.**

We'll need bait. (timed)

L1: **You're up, Jude.** (Jude affinity +250, Milla rejoins the party)	R1: **Can you do it for us, Milla?** (Milla affinity +250, Jude rejoins the party)

8 9 Take the elevator to B10 and enter the Underground Training Grounds to make your escape.

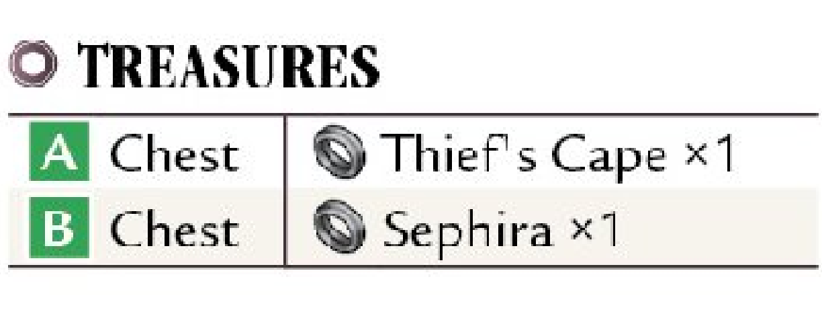
Walkthrough

CHAPTER 14: The Mission Complete 2

Dungeon

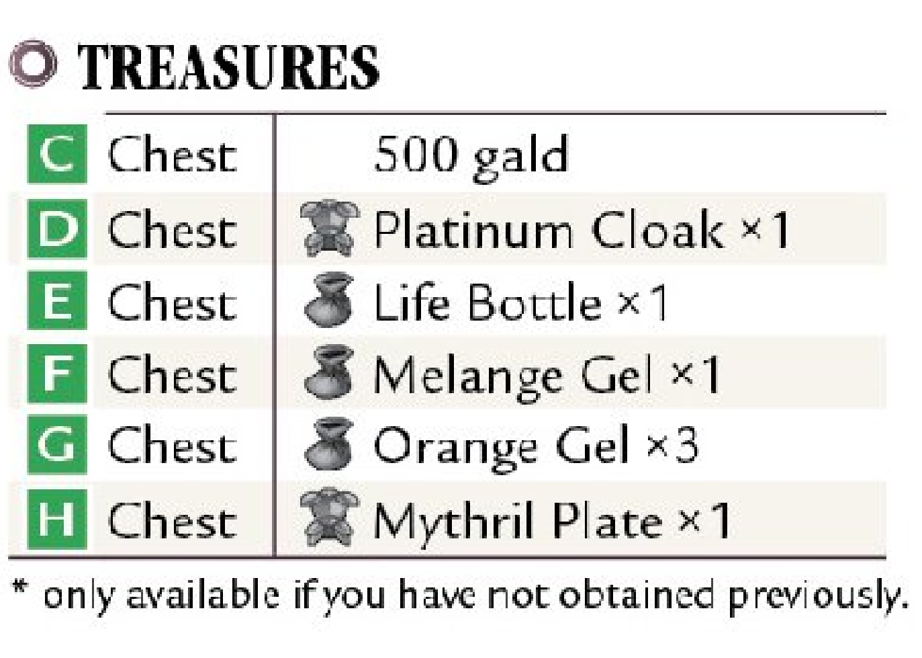
Underground Training Grounds (2)

Required Teammates	Ludger Jude or Milla Gaius Muzét
Inn Price	—
Elemental ore	—
Enemies Level	63–67
Cats	Boris



TREASURES

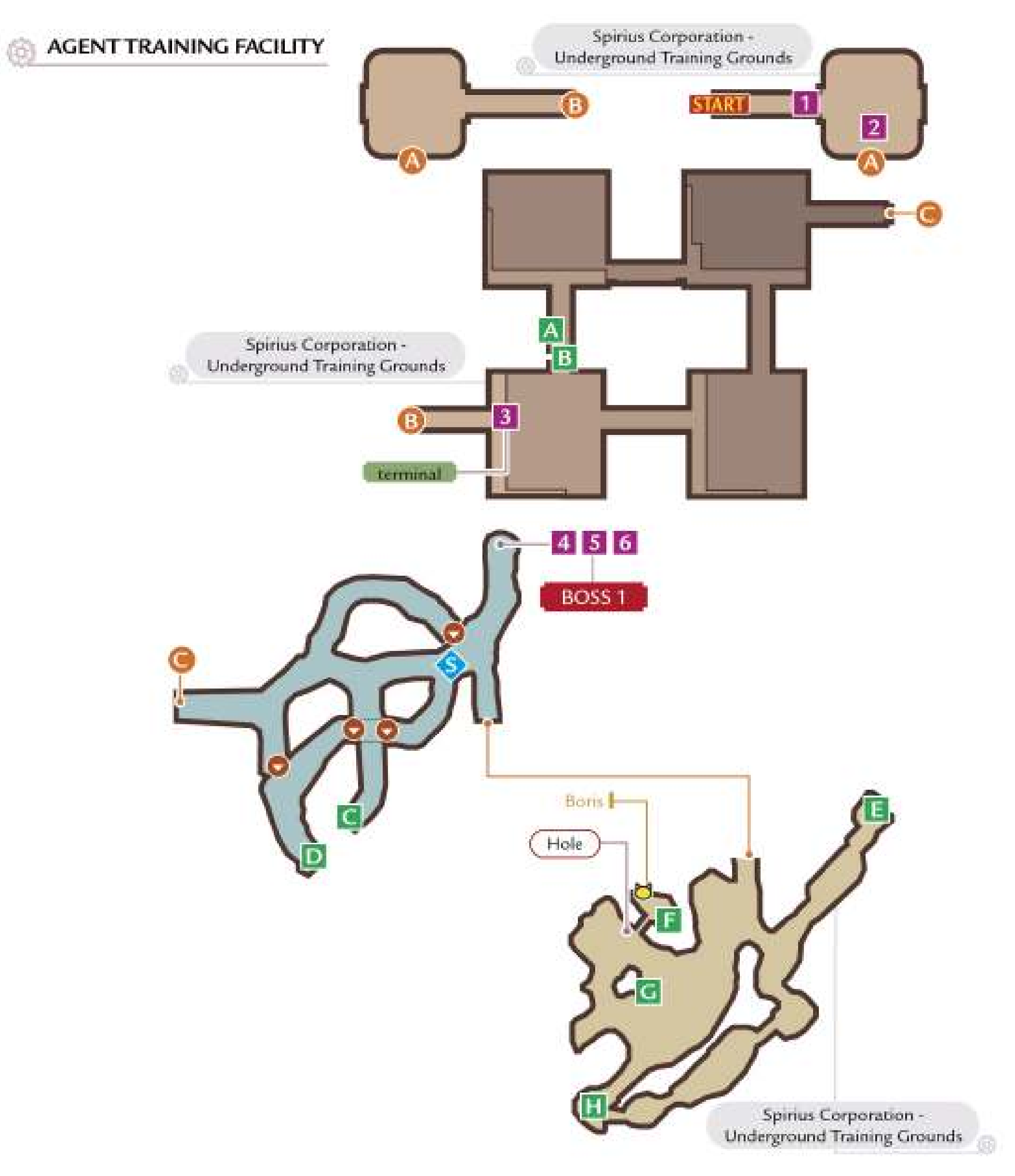
A	Chest	Thief's Cape ×1
B	Chest	Sephira ×1



TREASURES

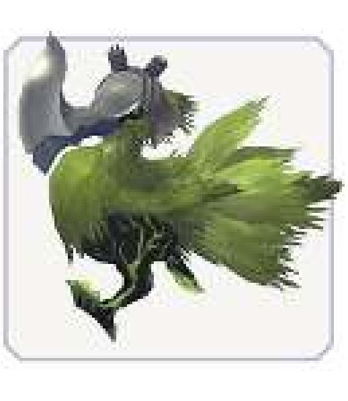
C	Chest	500 gald
D	Chest	Platinum Cloak ×1
E	Chest	Life Bottle ×1
F	Chest	Melange Gel ×1
G	Chest	Orange Gel ×3
H	Chest	Mythril Plate ×1

* only available if you have not obtained previously.


AGENT TRAINING FACILITY
Spirius Corporation - Underground Training Grounds
START
1
2
A
B
C
A
B
3
terminal
Spirius Corporation - Underground Training Grounds
4 5 6
BOSS 1
S
C
D
Boris
Hole
E
F
G
H
Spirius Corporation - Underground Training Grounds

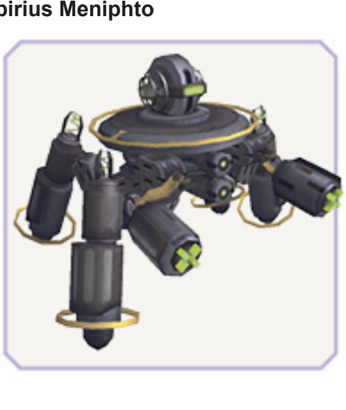
Enemies

Spirius Axe Beak



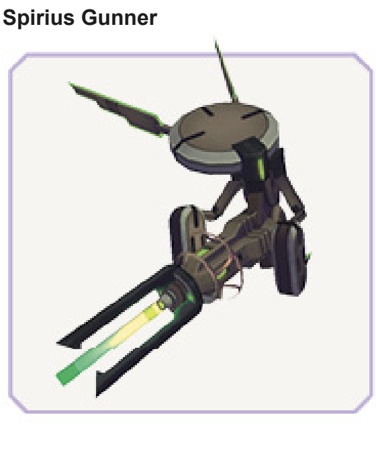
Type	●
HP	6741
Weak	—
Strong	—

Spirius Meniphto



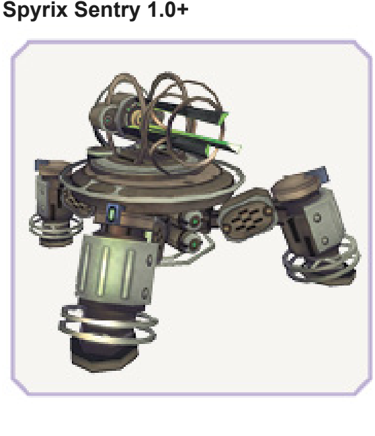
Type	●
HP	6741
Weak	● ●
Strong	●

Spirius Gunner



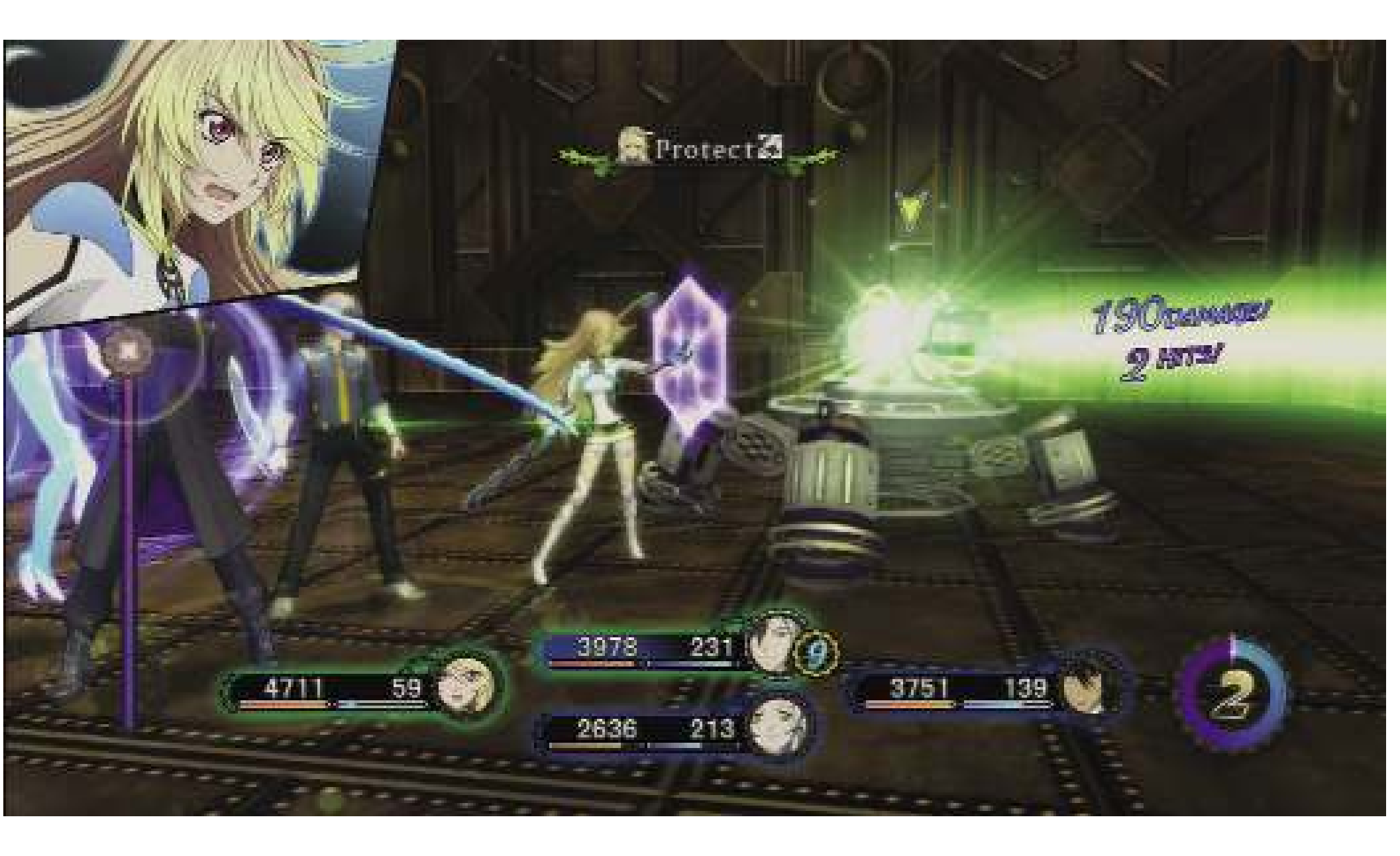
Type	●
HP	5914
Weak	● ●
Strong	●

Spyrix Sentry 1.0+



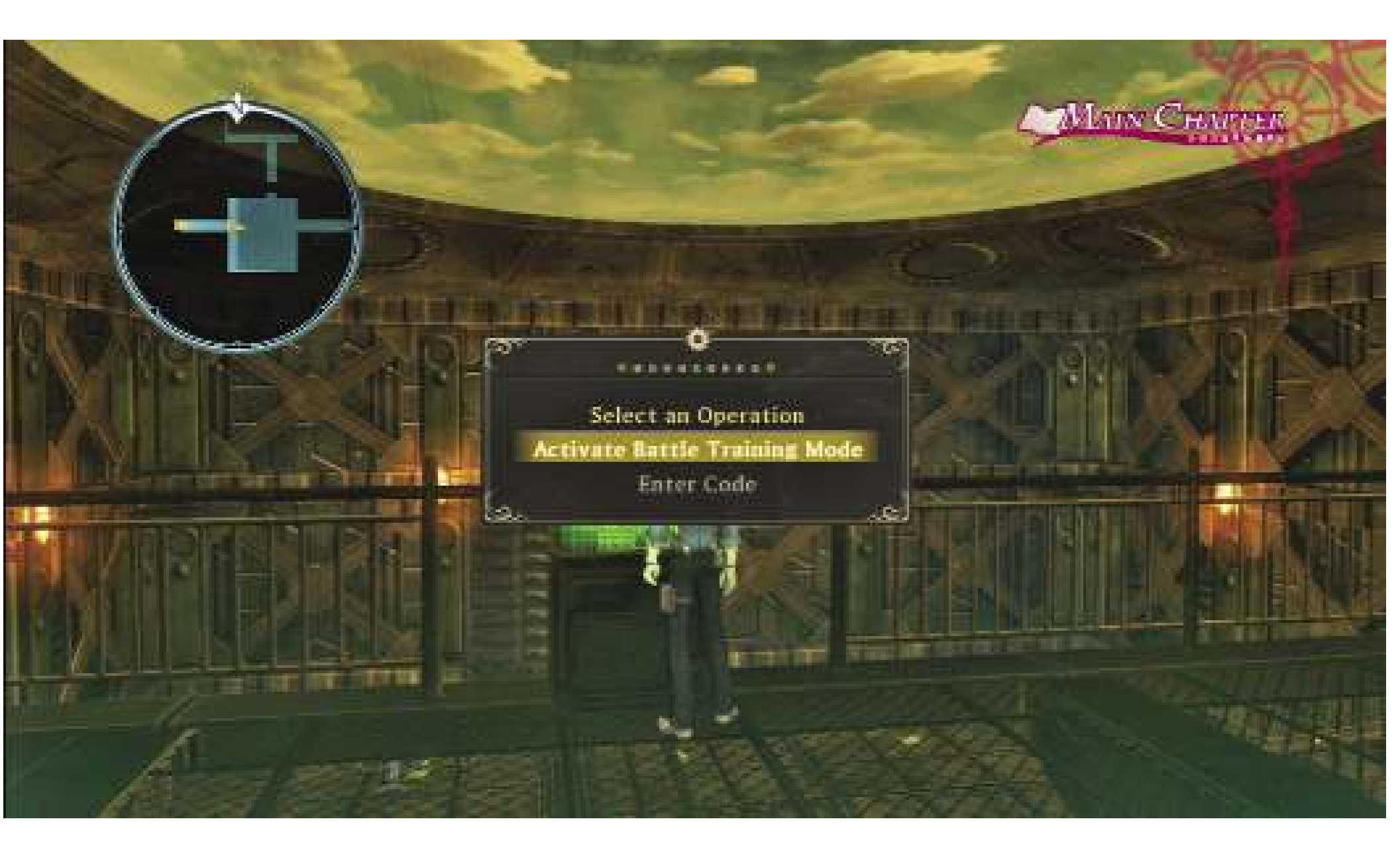
Type	●
HP	12720
Weak	●
Strong	—

Escape Through the Underground Training Grounds


Protect
190 DAMAGE!
2 HITS!

1 As soon as you step foot into the Underground Training Grounds, a forced battle occurs with several mechanized foes. These are the same enemies you will encounter in the rest of the training grounds. The "big guns" down here are the Spyrix Sentry 1.0+ which have a lot of HP and a huge turret. Not only will this foe fire a huge green laser, but the turret will spin around, covering the battlefield. Block the large beam and make sure to link up with a partner using the Act Together option. The goal is to pummel the robotic machines and interrupt them before they have a chance to fire their guns.

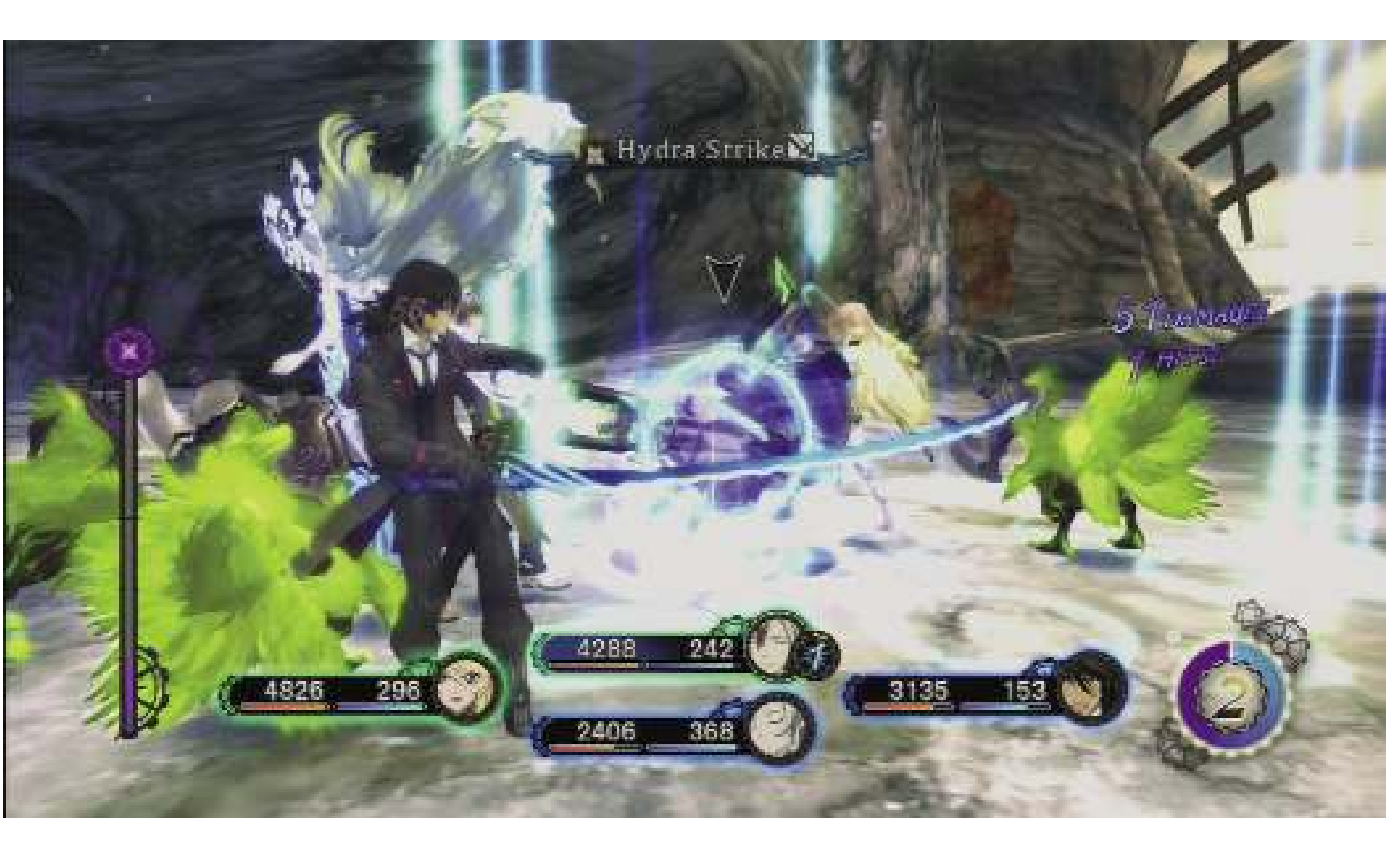
2 This area should be familiar from when you received training from Bisley. Just like before, use the terminal to activate the room lift.


MAIN CHAPTER
Select an Operation
Activate Battle Training Mode
Enter Code

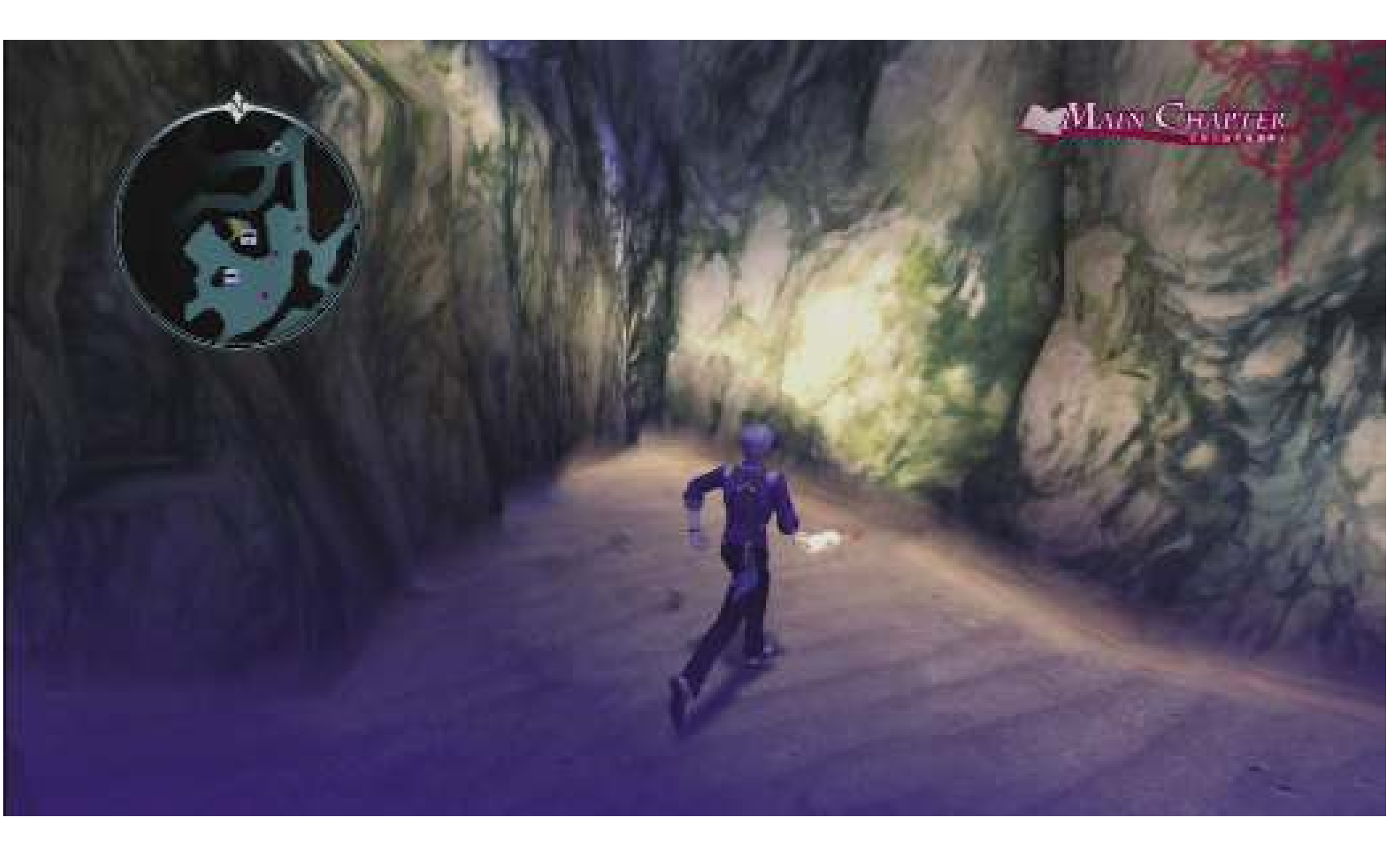
3 The place is shut down and you can't go anywhere unless you use the terminal at the top of the stairs. The obvious choice is Active Battle Training Mode, which will populate the four rooms with enemies that must be destroyed to unlock each subsequent section. However, if you checked in the DODA room and have the emergency code, you can use the Enter Code option to input the numbers that will make the machines self destruct. Not only do you not have to battle tons of robots, but you can still pick up the items they left behind when they are destroyed!

Note

Using the emergency code will destroy all the enemies and leave their items behind. The only reason to fight them is to level up, but there is a tough boss battle coming up, so plan accordingly.


Hydra Strike

Fight your way from room to room (or just use the code) and when all the doors are unlocked, you can enter the caverns of the Underground Training Grounds. Ludger has come full circle, returning to the spot where this long journey began. The familiar Spirius Axe Beaks join the robot foes in this section and unfortunately the big green birds have no weaknesses.


MAIN CHAPTER

It is tempting to make a quick escape to the northeast, but there are several great treasures to plunder (if you didn't collect them before). Also, go to the lower sandy area and look for a small cave where you can find Boris with its valuable Item Quest collar.

4 The escape plan was great, but Rideaux and Ivar prevent your final departure.

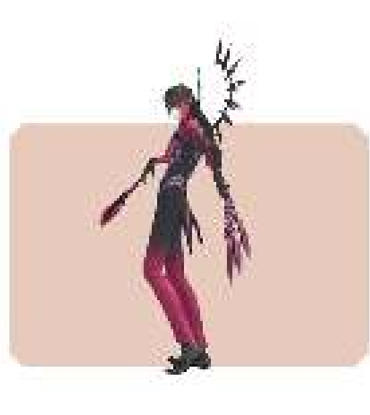
Bonus Scene: Muzét (completed Muzét Episode 1)

Maybe I'll kill him.

L1: **Milla wouldn't want that.** (Muzét affinity +500)

R1: **That's going too far Muzét.** (Muzét affinity +300)

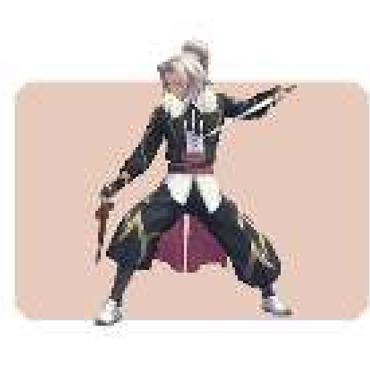
Boss Rideaux



Level	64–68
Iron Stance	100
HP	207690–219282
Weak	● ● ● ● ●
Strong	● ● ●

Drop	Vitality Ring (100%)/Skill Tome: "Beyond Linking" LU (100%)
Steal	—

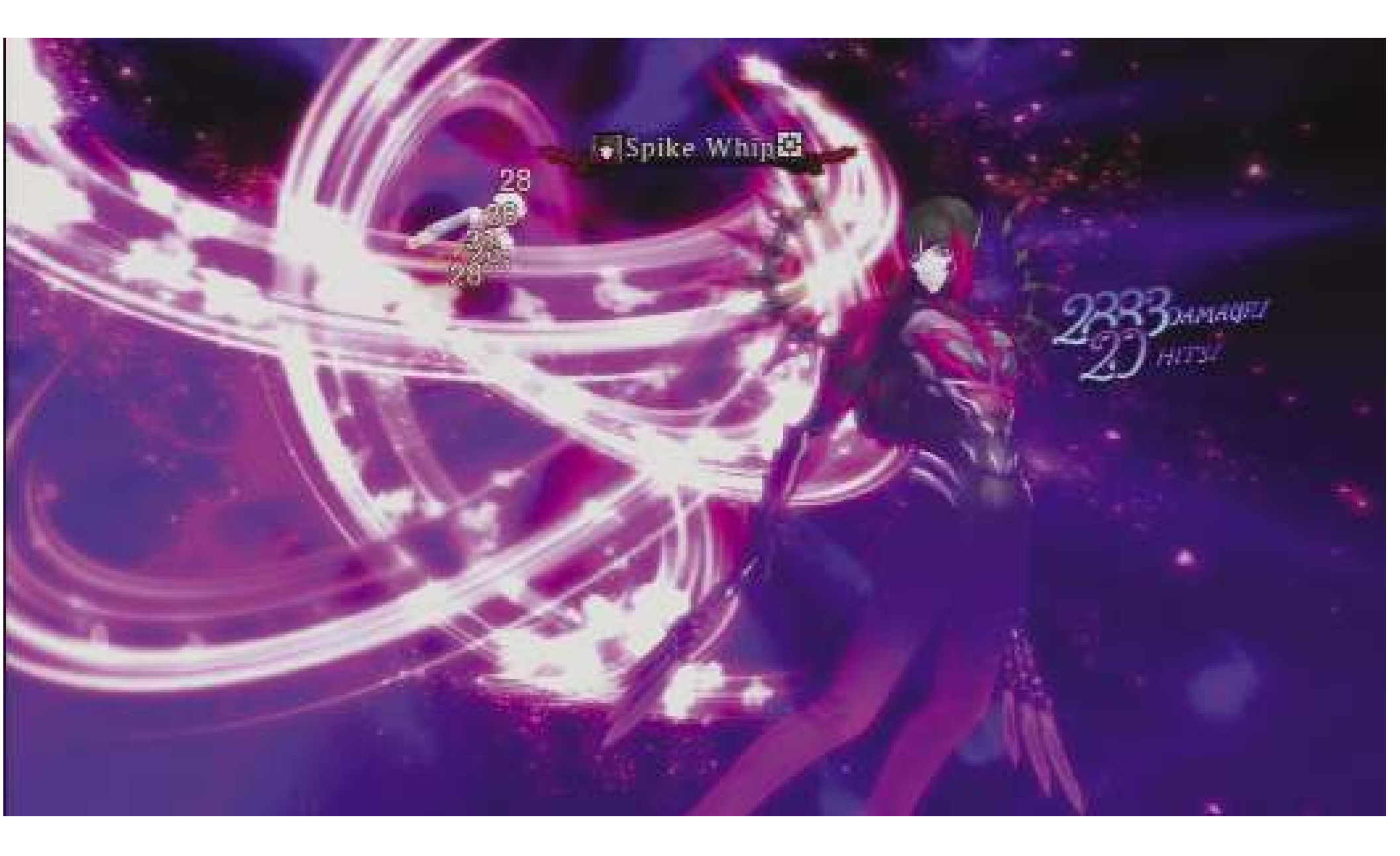
Boss Ivar



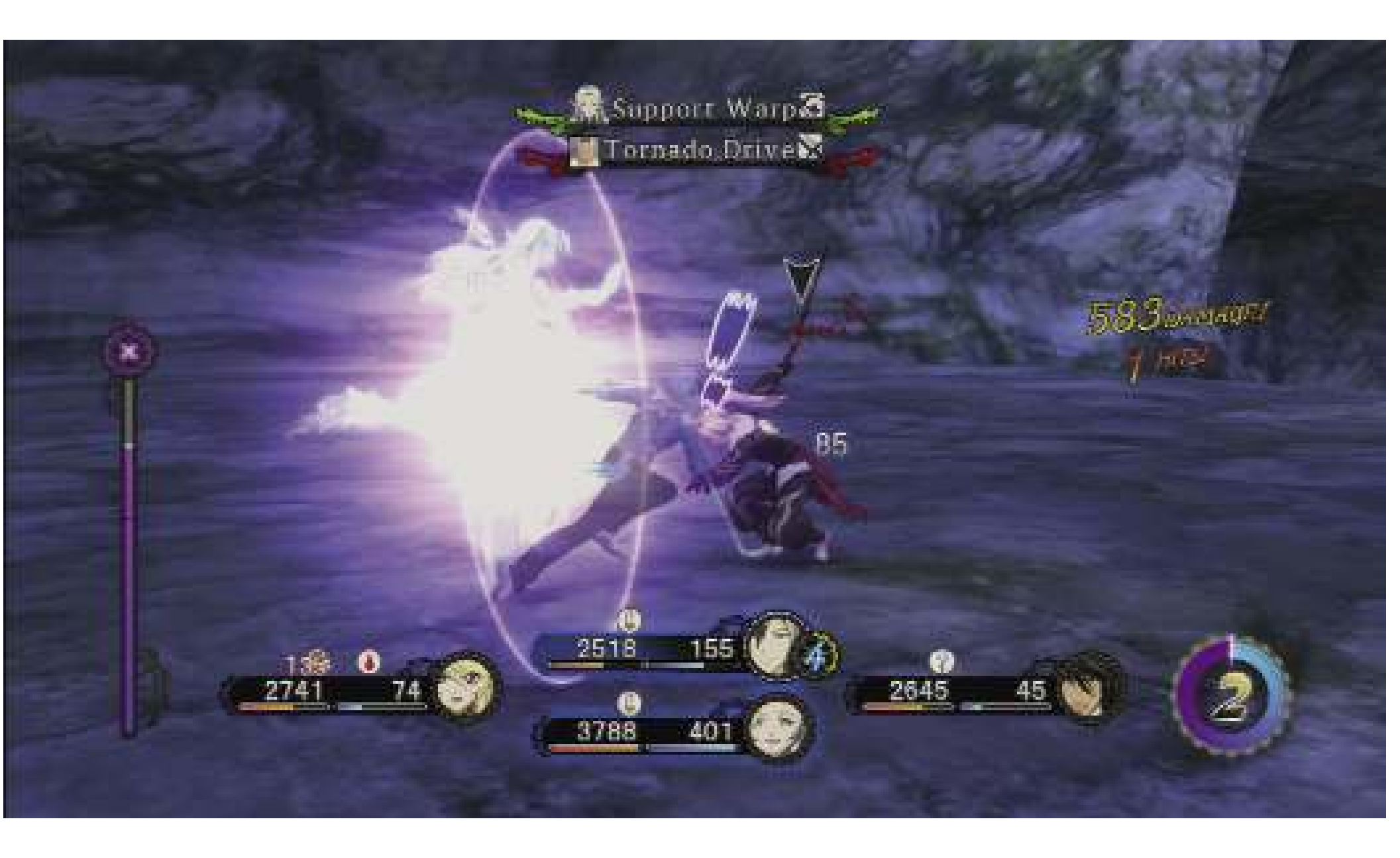
Level	63–67
Iron Stance	0
HP	84588–89376
Weak	●
Strong	●

Drop	Win Stick (100%)/Psychic Ring (100%)
Steal	—

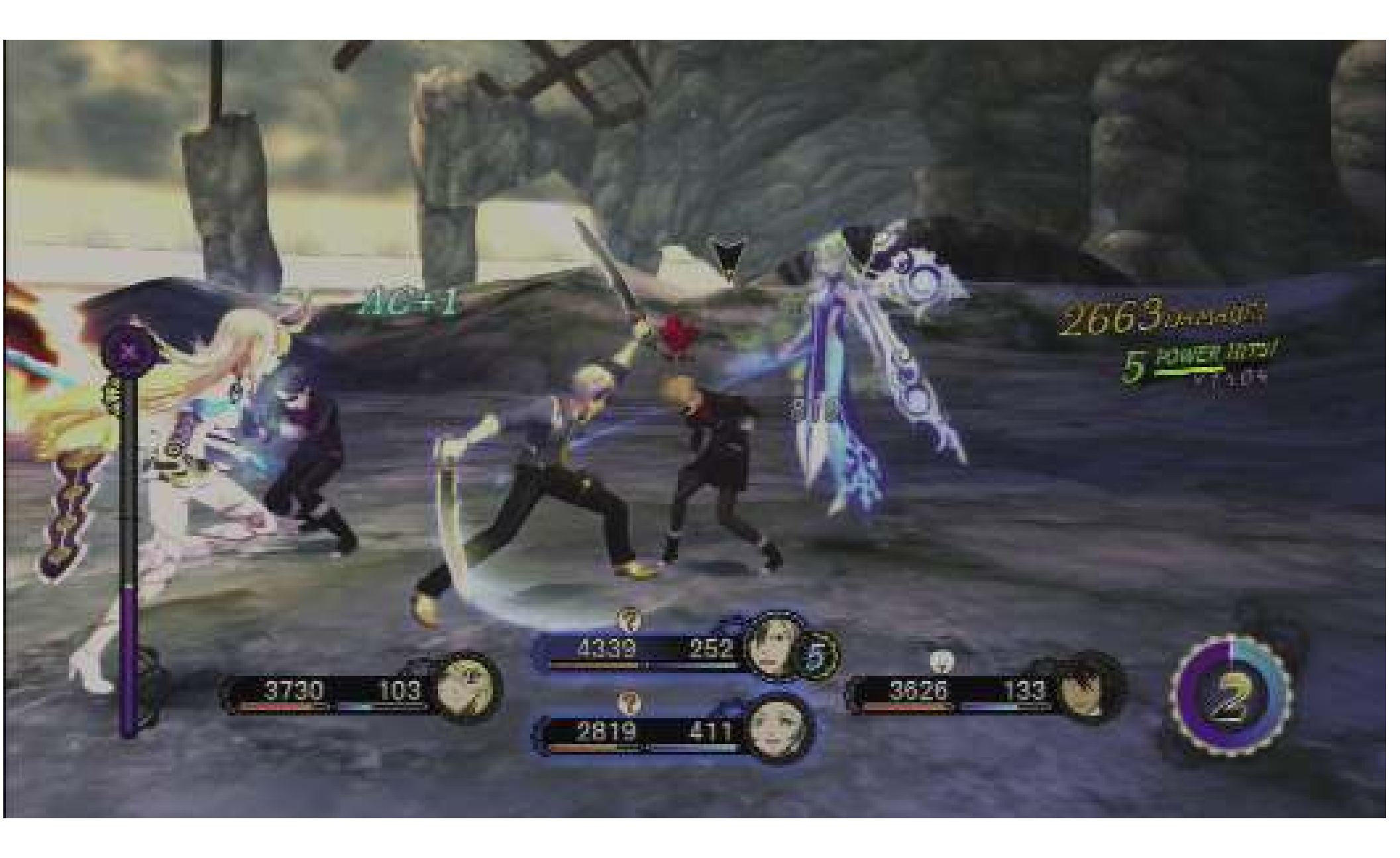
Engage your Foes in Order of Their HP


Spike Whip
2333 DAMAGE!
20 HITS!

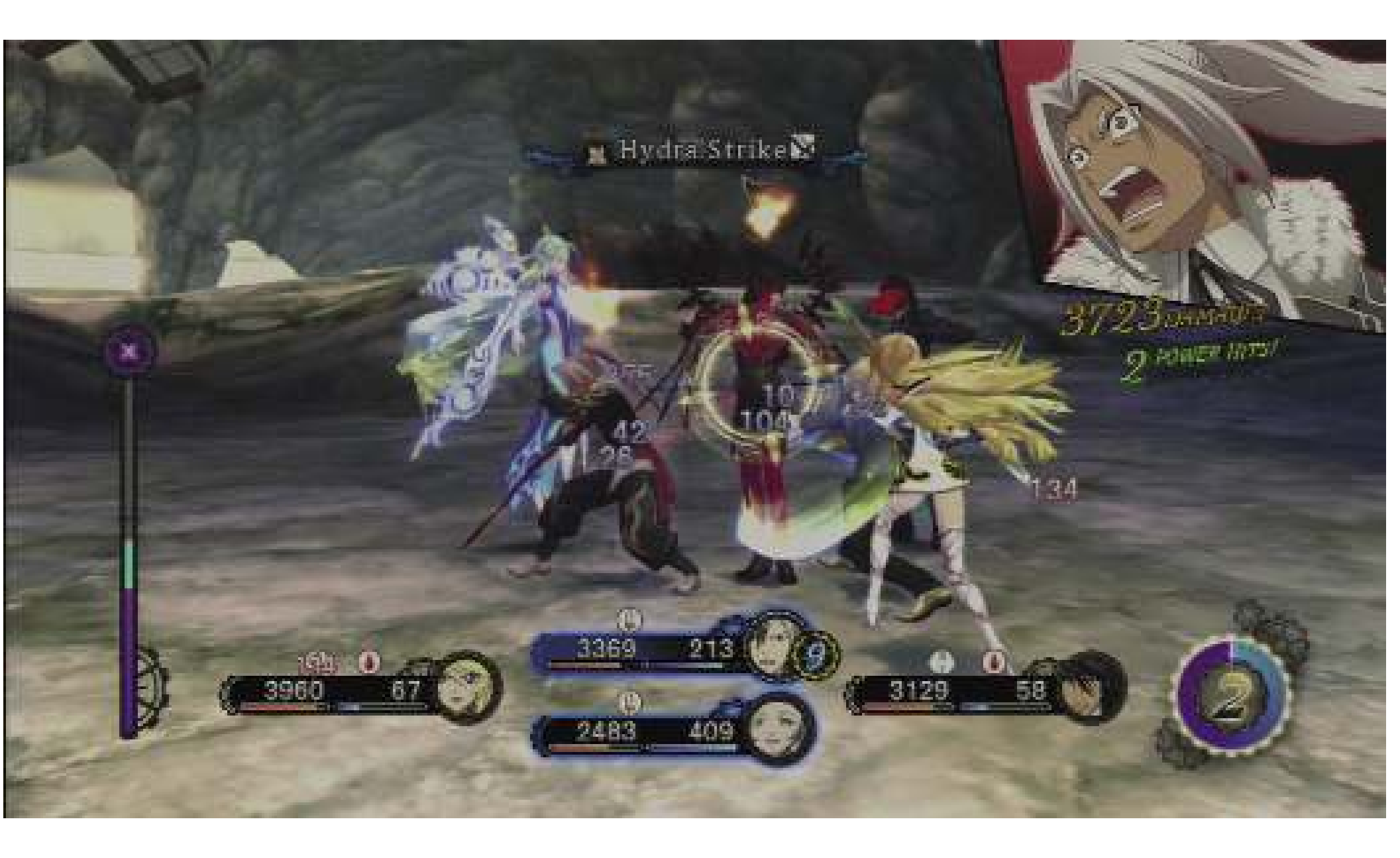
Spike Whip is a mystic arte that can be launched off of Infusion during the boss's Over Limit. When your enemy is in Over Limit, use free run to flee.


Support Warp
Tornado Drive
583 DAMAGE!
1 HITS!

The Phantom Edge attack can't be blocked, and if you're hit, Ivar will be able to get behind you for follow-up attacks. Link with Muzét and use her Support Warp ability to evade this and other artes like Tornado Drive.


AC+1
2663 DAMAGE!
5 POWER HITS!

Before you jump into battle, notice that you're facing a large group of foes here, and any attempt at attacking the bosses directly could leave you surrounded. Instead, start by picking off the Spirius Agents and Spirius Female Agents.


Hydra Strike
3723 DAMAGE!
2 POWER HITS!

5 6 Next, turn your attention to Ivar, and finally Rideaux. In this battle, it's difficult to maintain a combo without enemy interruption. Both foes are weak to Wind, so use Lunar Reflection to launch a combo, and mix it up with attacks of various elements to head off any attempts at a counterattack.

6 Bonus Scene: Gaius (completion of Gaius Episode 2)

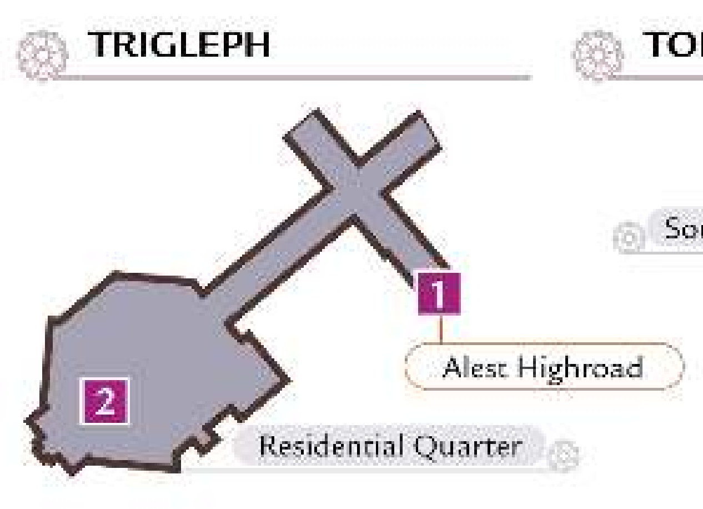
Walkthrough

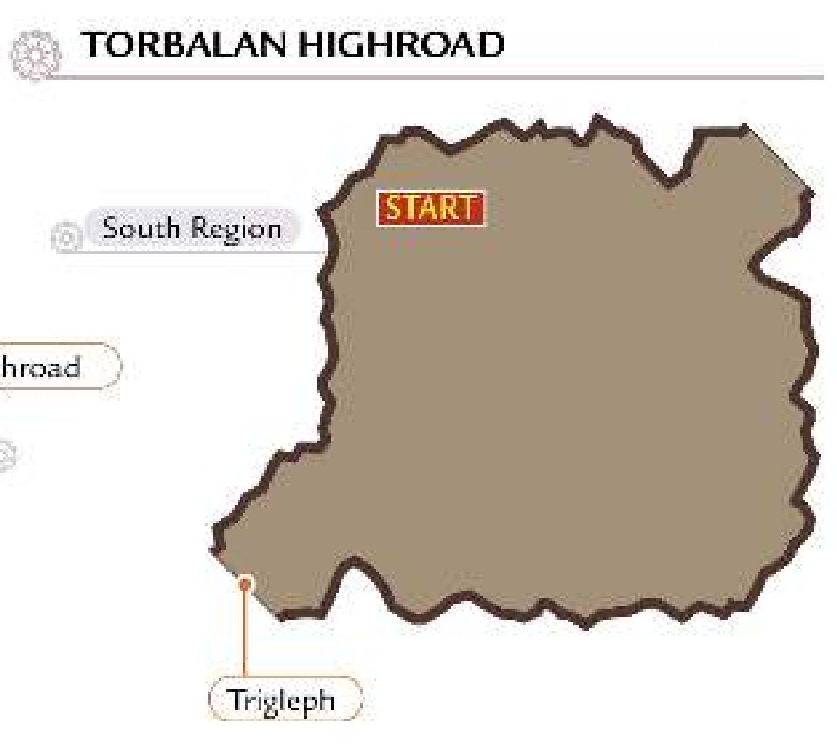
CHAPTER 14: The Mission Complete 3

Field

Torbalan Highroad (2)

Required Teammates	Ludger Jude or Milla Gaius Muzét
Inn Price	—
Elemental ore	4–20
Enemies Level	6–10
Cats	—


TRIGLEPH
1
Alest Highroad
2
Residential Quarter


TORBALAN HIGHROAD
South Region
START
Trigleph

MAIN CHAPTER

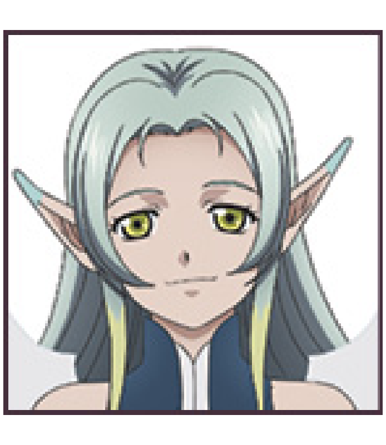
1 **2** The Underground Training Grounds lead out to Torbalan Highroad. As soon as you emerge, Julius calls and wants to talk things over; he and Jude (or Milla) are waiting in Trigleph. This area is not dangerous, but there is no save point. To play it safe, go to the World Map, warp to Trigleph, and then sprint to the Residential Quarter.

Debt Repayment Interval 14-15

Payment required	None

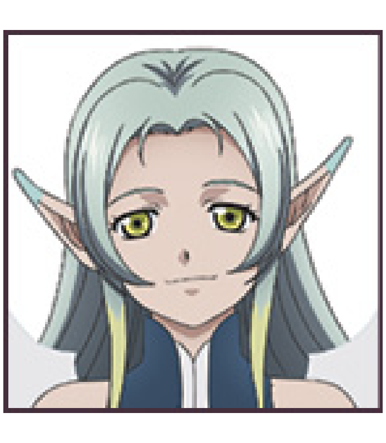
Character Episodes

Milla 5	
Location	Nia Khera
Reward	Xillia Outfit 2, 35000 gald, affinity +500



Muzét 2	
Location	Drellin
Reward	Xillia Outfit 1 and Xillia Haircut, Harpy Feather Hairpin, 25000 gald, affinity +500

Leia 4	
Location	Any of the select towns*
Reward	Lacrosse Stick, affinity +750



Muzét 3	
Location	Leronde
Reward	Xillia Outfit 2, affinity +750

Note

*: Trigleph - Technology Drive, Duval - Downtown, Marksburg - Bridge of Unity, Drellin - Central Plaza, Hamil - Western District, Nia Khera, Sharilton - Central Plaza, Xian Du - Central Ward, Kanbalar - Inn - Lobby, Fennmont - Hotel Fenntasia - Lobby, Leronde Seahaven, Aladhi Seahaven, Sapstrath Seahaven, or Lakutam Seahaven.

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Muzét and Rideaux	Anywhere	—	L1: None R1: Muzét +250	Ludger Muzét Jude Gaius
Debt Repayment Interval	Main	Ivar's Duties	Anywhere	—	L1: Gaius +250 R1: None	Ludger Milla Gaius Muzét

Event Quest

25	Bisley's Orders				
Client	**Party**	**Item / Task**	**Location**	**Description**	**Reward**
Vera	Ludger, Elize, Milla	Princessia x2	Spirius Corporation—CEO's Office	Vera here. Please bring two Princessia flowers from the Mon Highlands to the CEO's Office.	7800 gald, 2496 Points, Security Badge

Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Kitty Sightings 28	—	Boris' Collar	Agent Training Facility	800 gald, 500 Points, Gummy Fishies
Don't Be Afraid	Gold Badge	Obsidian	Laforte Research Center	800 gald, 100 Points, Skill Tome: "Bullet Flurry" LU
Lily Collecting	—	Water Lily	Orda Palace	800 gald, 100 Points, Broken Levy

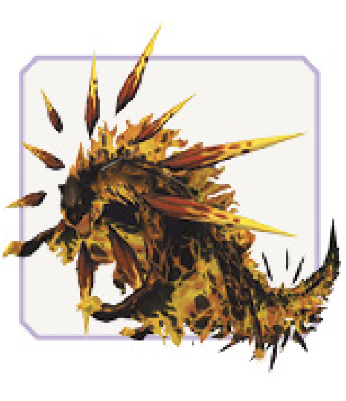
Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
Hassle at the Tatalian Abyss 6**	Gold Badge	Burrow Goblin	Tatalian Abyss	26000 gald, 6500 Points
The Law of the Gentleman	—	Gentlegnome	Old Vicalle Mine	800 gald, 100 Points, Ultimate Tornado
Fish Research	Gold Badge	Quag Merfish	Arklund Quag	800 gald, 100 Points, Elemental Circlet

Note

**: After completing Hassle at the Tatalian Abyss 5.

Elite Monster info



Burning Intensity: Magma Dragon!		
Client	**Location**	**Rewards**
Spirius Corp.	Nala Lava Tubes	150000 gald, 45000 Points

FROZEN GAZE: SNOW COUGAR!		
Client	**Location**	**Rewards**
Spirius Corp.	Xailen Woods	175000 gald, 52500 Points

Prepare for an Important Choice

During Chapter 15, you'll make an important choice that will affect the ending of the game. Also, if you talk to Nova on Technology Drive, you'll be able to repay your remaining debt whenever you like. Another thing to remember is that if you've completed all of the character episodes before this point, there will be a number of bonus episodes at the end of the next chapter. Make sure you don't miss them and always complete the character episodes first.

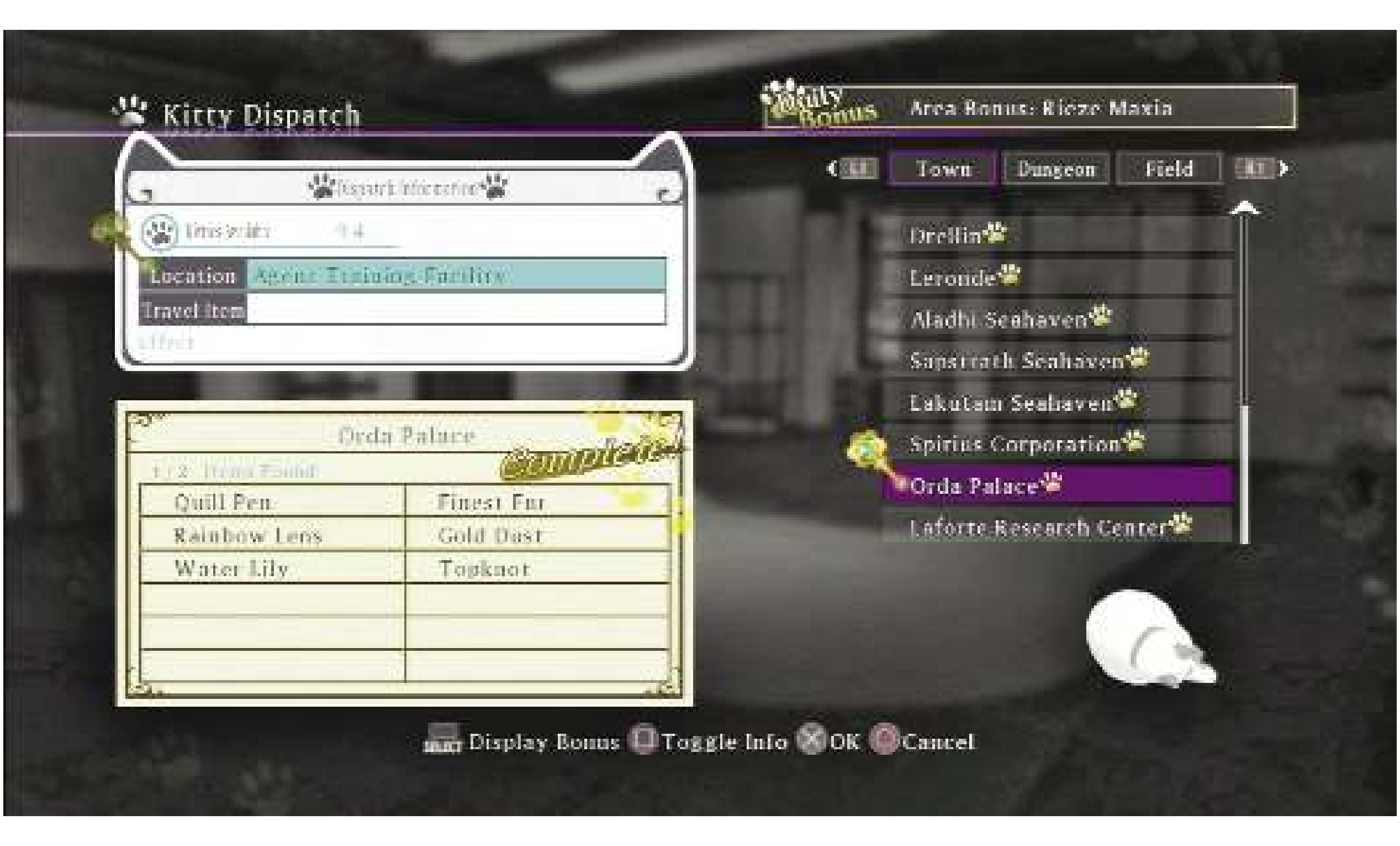
Note

If you advance Milla's character episodes, you'll uncover the connection between Maxwell and Kresnik, so don't miss it!

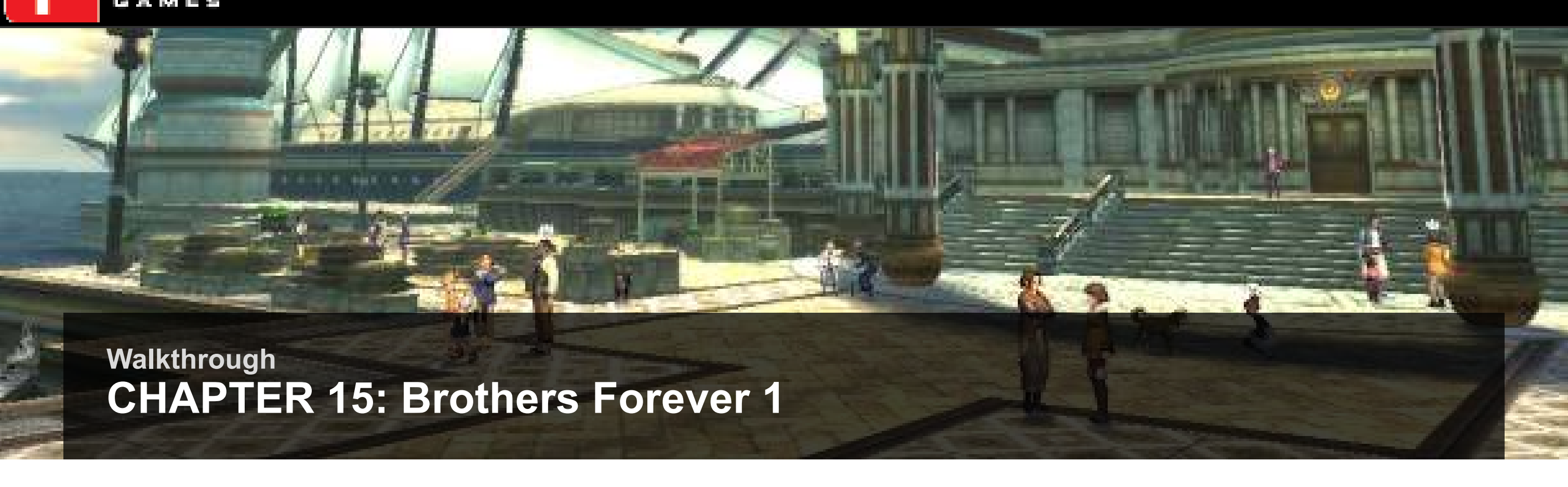
Bisley's Past and Powerful Items

Vera
Thank you for bringing me the Princessia flowers that I'd requested.

One of the quests that triggers in interval 14-15 concerns Bisley's and Ludger's past. To get a deeper understanding of the story, it's a must watch! You can find the Princessia needed for Bisley's Orders in the Mon Highlands. The odds of getting one are low, but you can also get it through the Kitty Dispatch.


Kitty Dispatch
Kitty Bonus
Area Bonus: Rieze Maxia
Town
Dungeon
Field
Location
Agent Training Facility
Travel Item
Effect
Orda Palace
Complete!
Quill Pen
Finest Fur
Rainbow Lens
Gold Dust
Water Lily
Topknot
Drellin
Leronde
Aladhi Seahaven
Sapstrath Seahaven
Lakutam Seahaven
Spirius Corporation
Orda Palace
Laforte Research Center
Display Bonus
Toggle Info
OK
Cancel

There are also several quests at this point that offer powerful item rewards. Most notable are the Fish Research quest that offers an Elemental Circlet that boosts multiple damage-type resistances at once, and the Lily Collecting quest where you can earn the Broken Levy extractor that extracts three types of elements at once. For the Lily Collecting you need a Water Lily. The odds that your cats will come back with one from Orda Palace are low, so this is a good time to use a can of Royal Feast.



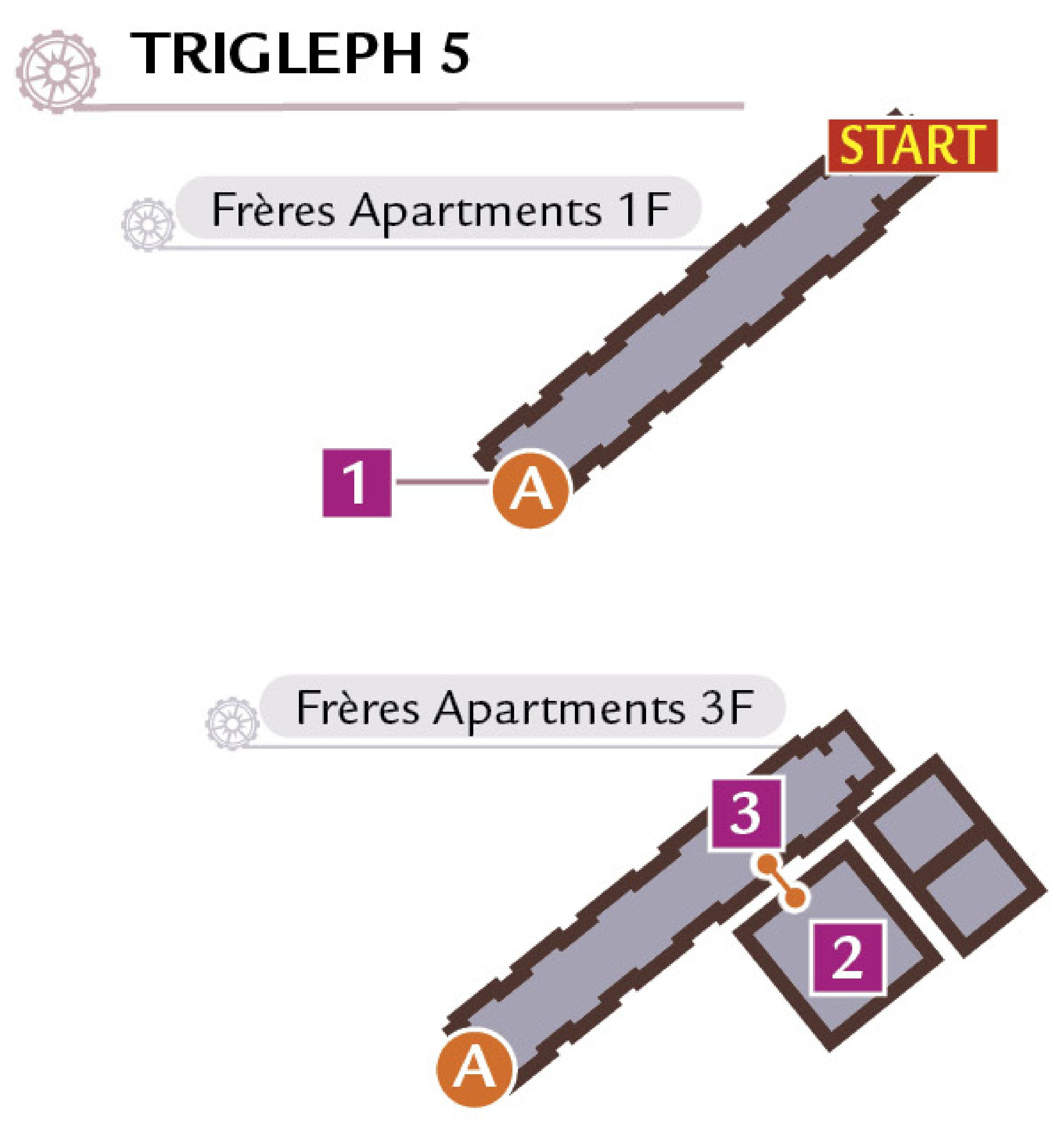
Walkthrough

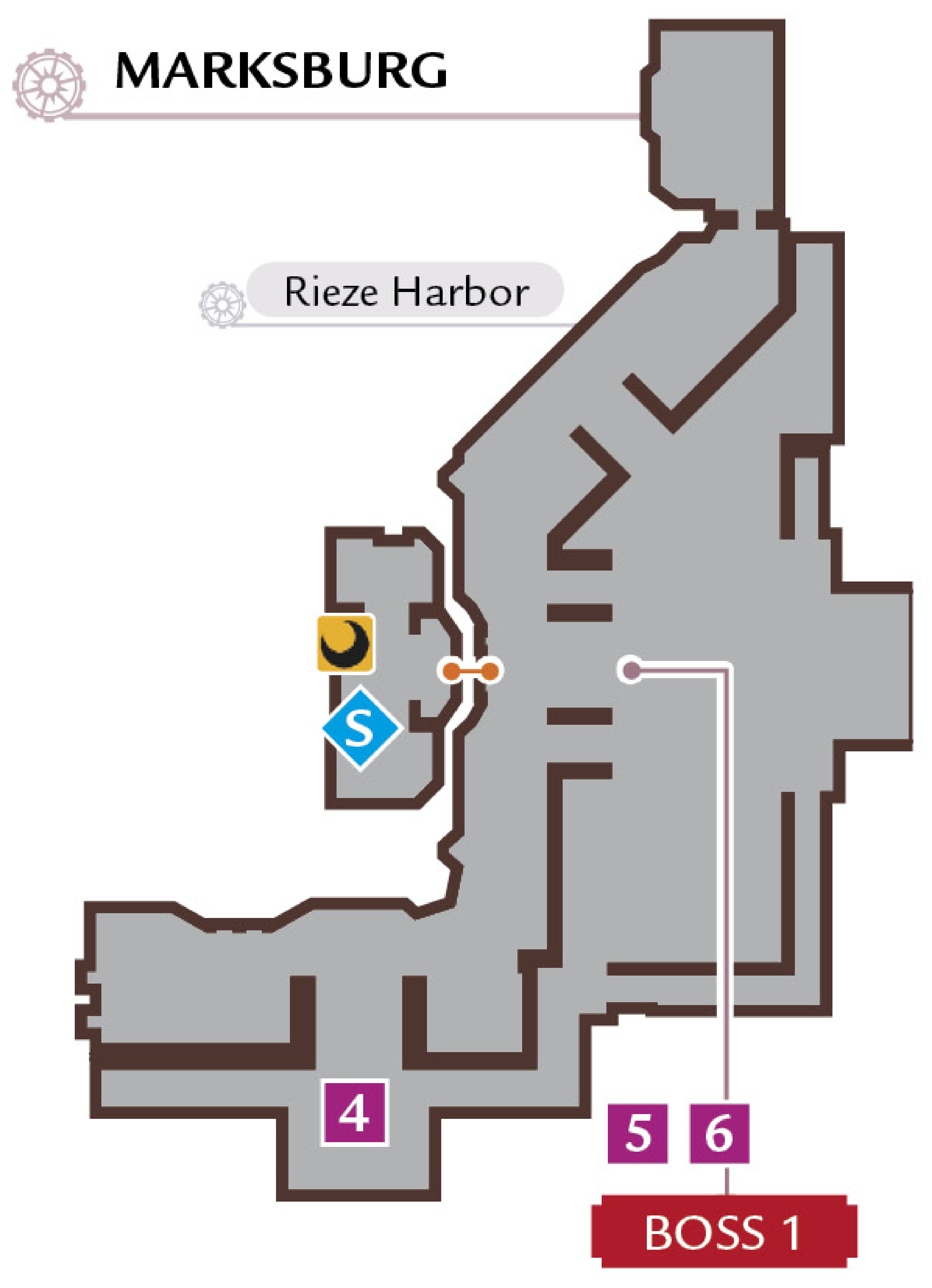
CHAPTER 15: Brothers Forever 1

Town

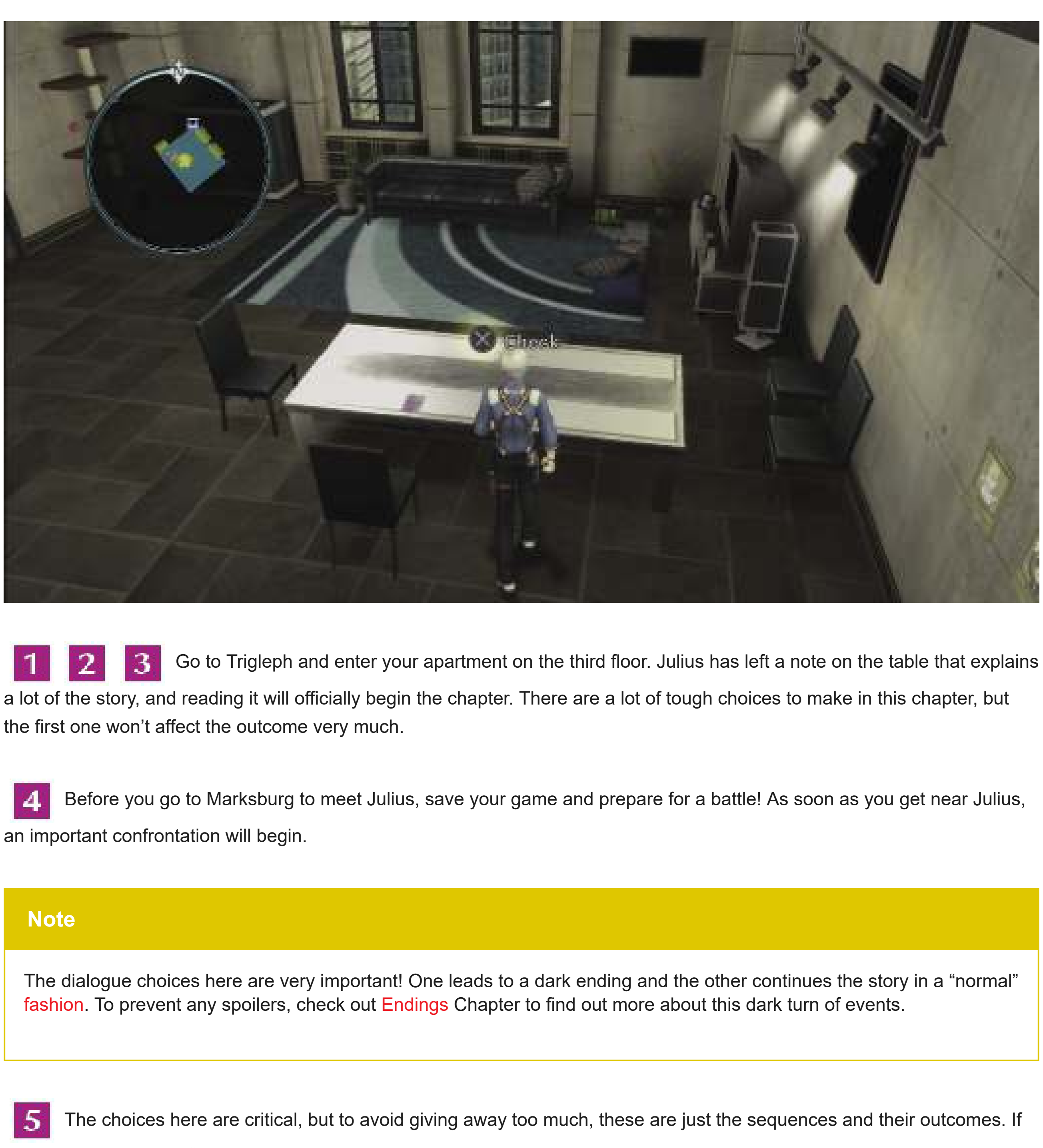
Spirius Corporation (5)

Required Teammates	Ludger Jude Milla Gaius
Inn Price	400 gald
Elemental ore	—
Enemies Level	—
Cats	—





Making Tough Choices



1 **2** **3** Go to Trigleph and enter your apartment on the third floor. Julius has left a note on the table that explains a lot of the story, and reading it will officially begin the chapter. There are a lot of tough choices to make in this chapter, but the first one won't affect the outcome very much.

4 Before you go to Marksburg to meet Julius, save your game and prepare for a battle! As soon as you get near Julius, an important confrontation will begin.

Note

The dialogue choices here are very important! One leads to a dark ending and the other continues the story in a "normal" fashion. To prevent any spoilers, check out Endings Chapter to find out more about this dark turn of events.

5 The choices here are critical, but to avoid giving away too much, these are just the sequences and their outcomes. If you want to watch the "bad ending" choose ALL the R1 options.

L1: —	R1: —
L1: **boss fight**	R1: **next dialogue option**
L1: **boss fight**	R1: **next dialogue option**
L1: **boss fight**	R1: **next dialogue option**
L1: **boss fight**	R1: **next dialogue option**
L1: **boss fight**	R1: **next dialogue option**
L1: **boss fight**	R1: **next dialogue option**
L1: **next dialogue option**	R1: **next dialogue option**
L1: **ending**	R1: **ending**

6 Boss Julius

Level	68–72
Iron Stance	0
HP	56580–59532
Weak	
Strong	

Drop	—
Steal	—

Beware of the Enemy's Over Limit

Moonlight Assault
1457
92
10
2

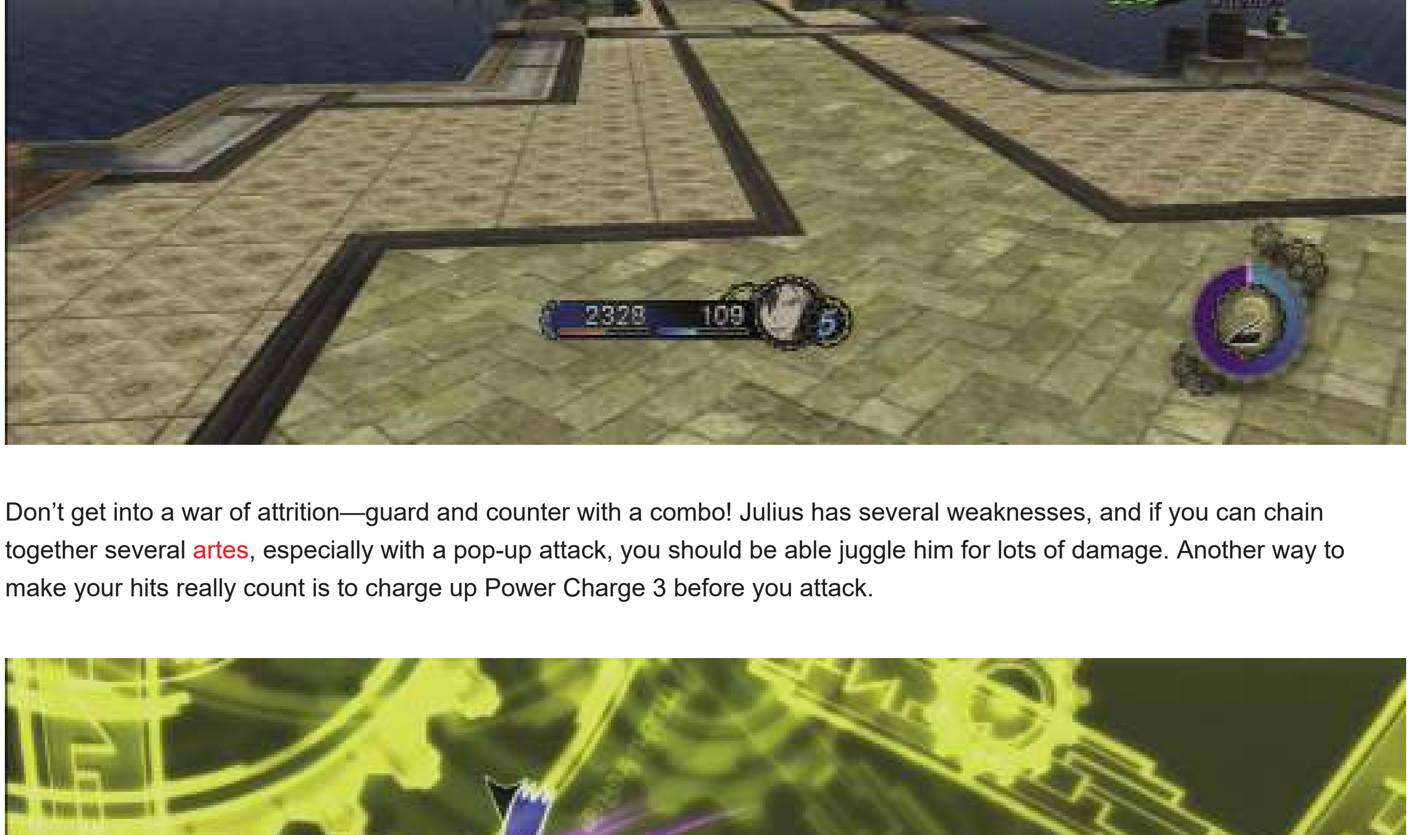
Julius has many of the same deadly artes as his brother and some cause very problematic aliments. For example, Moonlight Assault is a Light-type arcane arte with a wide area of effect. If you get hit, you can become confused and won't be able to use items to cure it, so head it off with a Syrup Bottle instead.

3240 DAMAGE!
16 HITS!

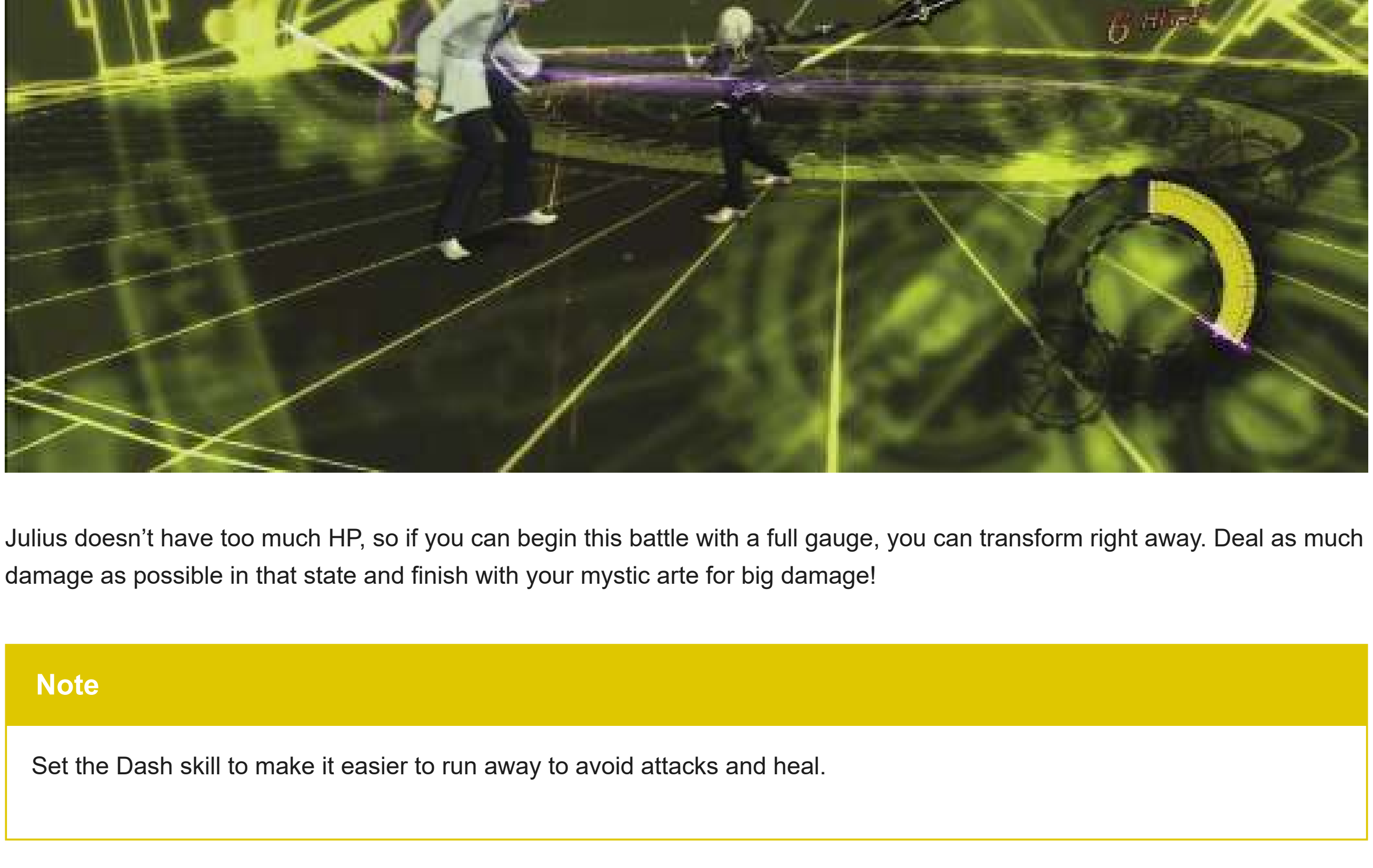
When Julius enters Over Limit, he can unleash a powerful mystic arte, Ritual of Devastation, that always leaves you with 1 HP if it connects. If you're unable to avoid it, immediately dash away and use a Lemon Gel! The best approach to deal with this situation is simply to stay far away during his Over Limit or make sure he can't land it by transforming yourself.

Lemon Gel
3206
205
10

You'll fight Julius in a one-on-one battle. That means you'll have to handle all the healing yourself, and since Julius is so powerful, you'll need to be very diligent about healing any lost HP or the fight will be over before you realize it. Catching the confusion or bleeding ailment could be devastating, so make sure you always have a Syrup Bottle active.



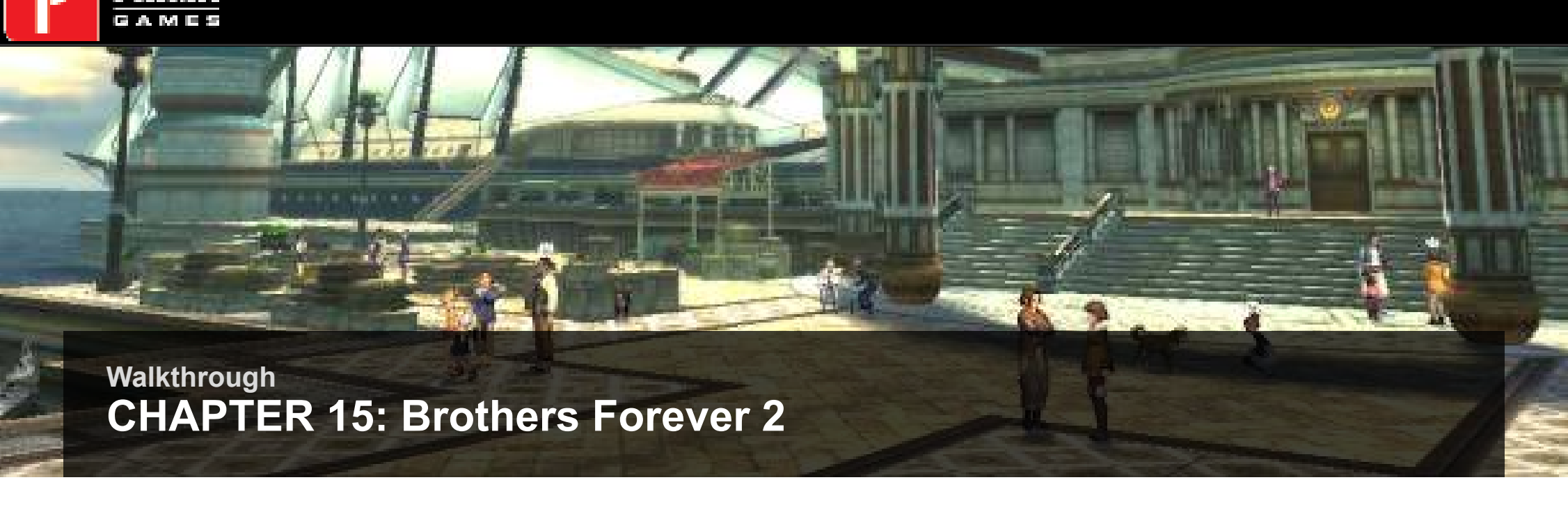
Don't get into a war of attrition—guard and counter with a combo! Julius has several weaknesses, and if you can chain together several artes, especially with a pop-up attack, you should be able juggle him for lots of damage. Another way to make your hits really count is to charge up Power Charge 3 before you attack.



Julius doesn't have too much HP, so if you can begin this battle with a full gauge, you can transform right away. Deal as much damage as possible in that state and finish with your mystic arte for big damage!

Note

Set the Dash skill to make it easier to run away to avoid attacks and heal.



Walkthrough

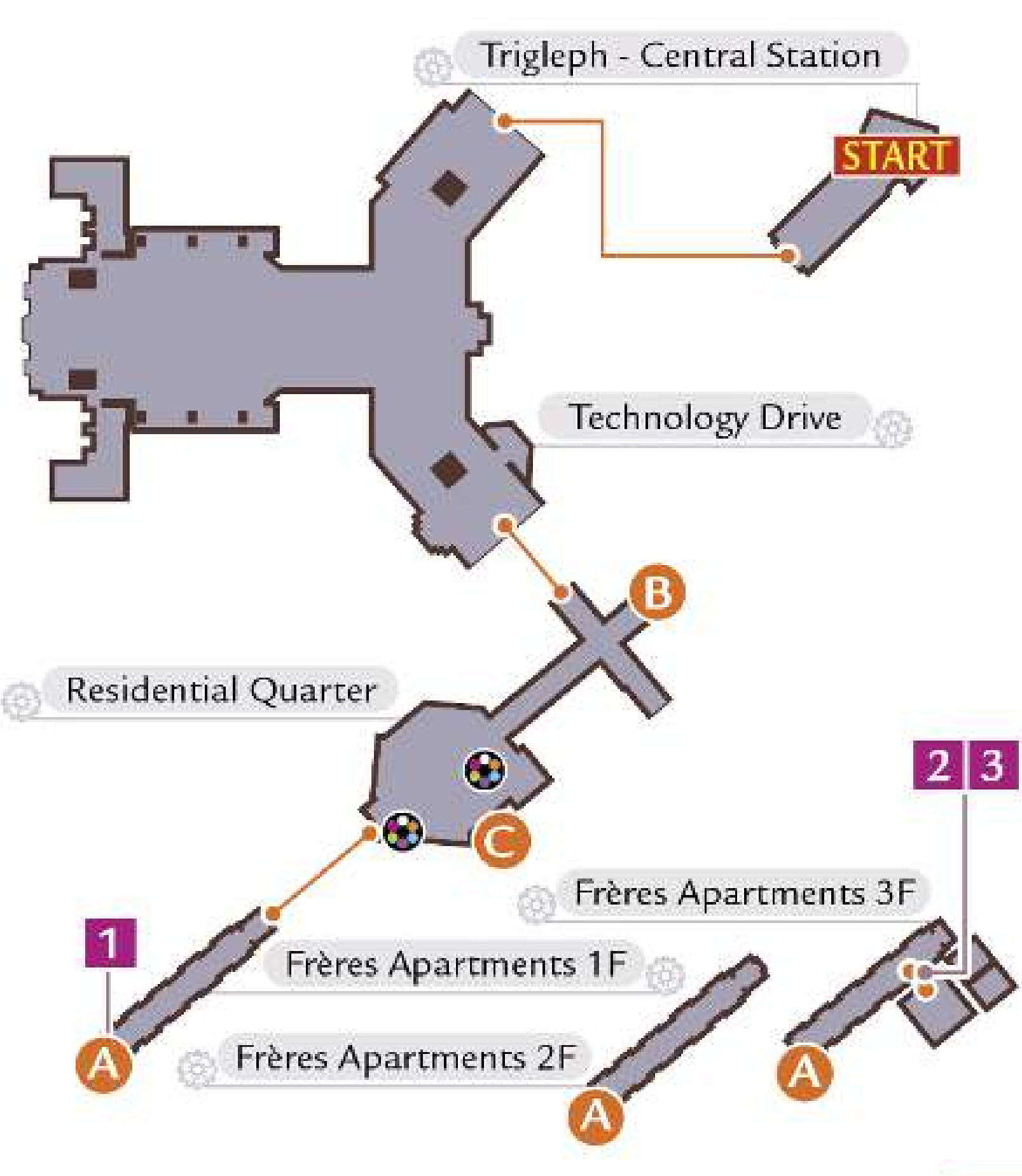
CHAPTER 15: Brothers Forever 2

Town

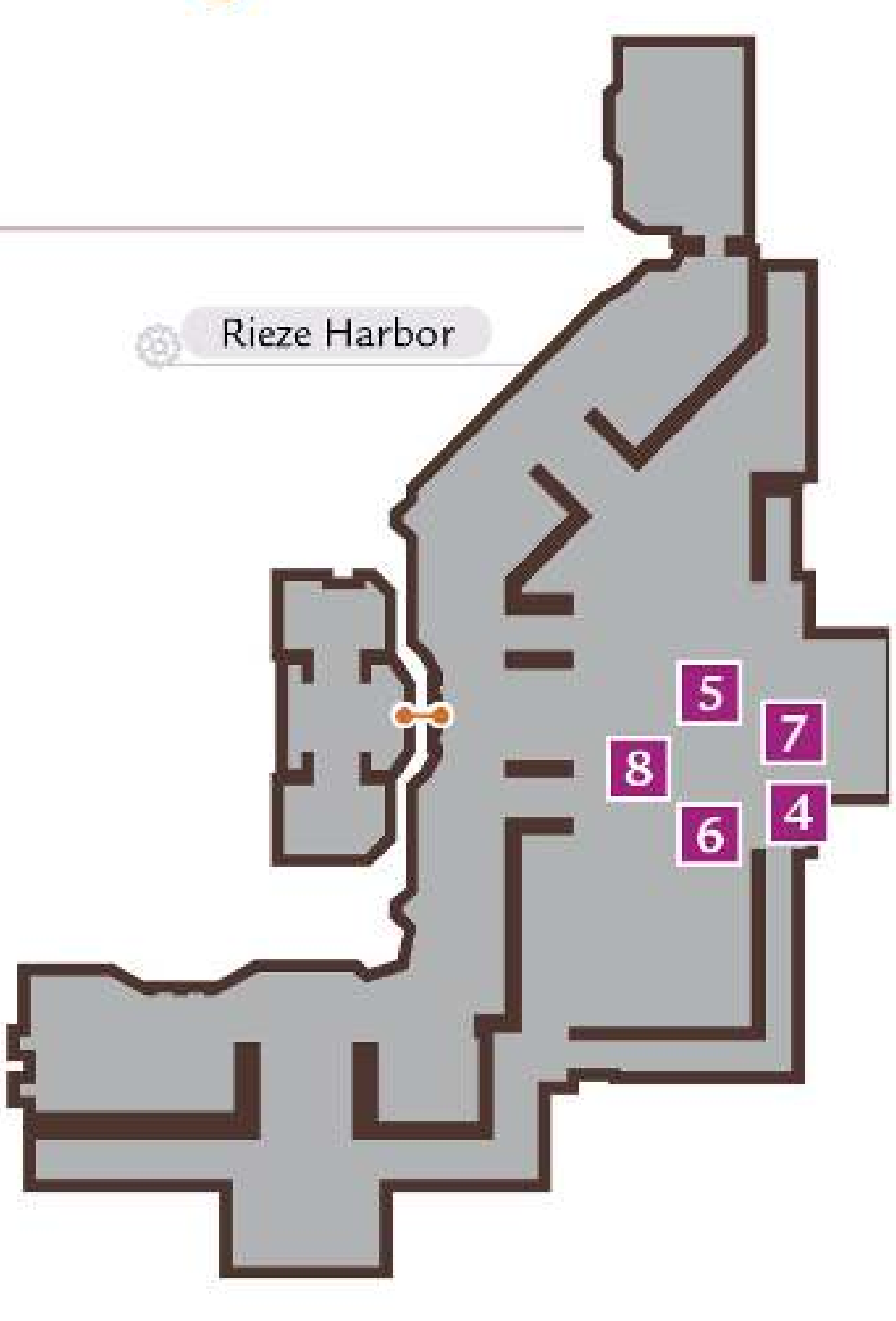
Trigleph (Fractured 2)

Required Teammates	Ludger
Inn Price	300 gald
Elemental ore	19–60
Enemies Level	—
Cats	—

TRIGLEPH FRACTURED 2



MARKSBURG



Go on, Ludger. Now it's your turn to look after someone special.

1 2 3 The previous battle sends you into a Fractured Dimension at Trigleph. Return to your apartment for a final confrontation with Julius.

4 After the events play out in your apartment, you will appear in Marksburg—Rieze Harbor. Speak to all of your teammates to view several bonus scenes.

5 Speak to Milla or Jude to trigger a combined bonus scene if the requirements are met.

Bonus Scene: Jude (completed Jude Episode 4)

Bonus Scene: Milla (completed Milla Episode 5)

What did Julius say?

L1: **Create your perfect world .** R1: **That's between him and I.** (Julius affinity +500)

6 Speak to Elize or Alvin to trigger a combined bonus scene if the requirements are met.

Bonus Scene: Alvin (completed Alvin Episode 4)

Bonus Scene: Elize (completed Elize Episode 3)

7 Speak to Leia or Muzét to trigger a combined bonus scene if the requirements are met.

Bonus Scene: Leia (completed Leia Episode 3)

Bonus Scene: Muzét (completed Muzét Episode 3)

8 Speak to Rowen or Gaius to trigger a combined bonus scene if the requirements are met.

Bonus Scene: Rowen (completed Rowen Episode 3)

Bonus Scene: Gaius (completed Gaius Episode 3)

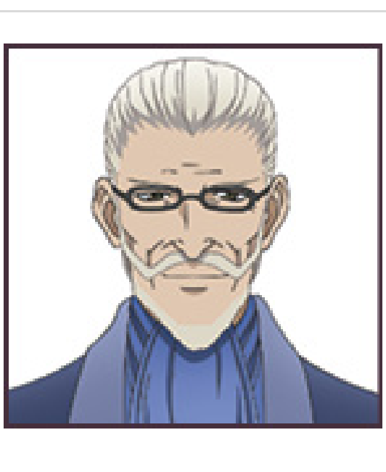
Debt Repayment Interval 15-16

Payment Required	None

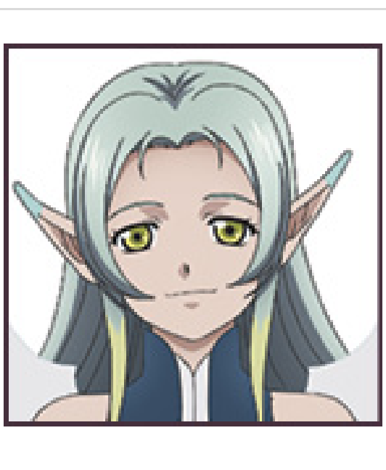
Character Episodes

Jude 5	
Location	Kanbalar
Reward	Teepo Mittens, affinity +500

Alvin 5	
Location	Xian Du
Reward	Squid on a Stick, affinity +500



Rowen 4	
Location	Drellin
Reward	Pointing Stick, affinity +750



Muzét 4	
Location	Marksburg
Reward	Sweet Dumplings, affinity +750

Milla 6	
Location	Hamil
Reward	Fangirl, 50000 gald, affinity +500

Elize 4	
Location	Sharilton
Reward	Teepo Umbrella, 50000 gald, affinity +750

Gaius 4	
Location	Trigleph
Reward	Festival Paddle, affinity +750

Bonus Episode*	
Location	Marksburg
Reward	Skill Tome: "Perfect Harmony" JD, Skill Tome: "Dynamic Duo" ML, affinity +500 for all teammates

Note

*: Complete Milla Episode 6, Jude Episode 5, Alvin Episode 1, and enter the land of Canaan once.

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Debt Repayment Interval	Main	Julius' Watch	Anywhere	—	L1: Jude +250 R1: None	Ludger Jude Elize Alvin Leia

Event Quest

26 The Shrinemaiden's Request**

Client	Party	Item/Task	Location	Description	Reward
Shrinemaidens Tess and Patel	All	Please come quickly!	Xailen Woods Temple—Worship Hall	We're being attacked by the Great Spirit of Eternity! Come to Xailen Woods Temple, quick!	9000 gald, 2880 Points, Accel

27 Balan's Plea***

Client	Party	Item/Task	Location	Description	Reward
Balan	Ludger, Jude, Rowen	50 KG's of quality beef.	Helioborg Research Station —13F— Laboratory	The beef I ordered from Samsara Trading in Fennmont is in! Bring it to the research center!	9000 gald, 2880 Points, Hunter's Monocle

28 Once Mercenaries****

Client	Party	Item/Task	Location	Description	Reward
Erston Outway	Ludger, Rowen, Muzét	Erston's Letter	Marksburg—Elym Harbor Hotel	There's a letter at the inn in Kanbalar. Can you deliver it to Tanner? He should be in Marksburg.	8200 gald, 2624 Points, Gaius' Headband

29 Traces of Kinship: Part 3§

Client	Party	Item/Task	Location	Description	Reward
Vera	Ludger, Jude, Milla	Code-J Data 3	Spirius Corporation—Entrance	A Code-J Data was seen at an antique shop in Sharilton. Get in and bring it to Spirius Corp.	8300 gald, 2656 Points

Note

**: Appears after Hassle at the Tatalian Abyss 8.

***: Occurs after the end of Jude Episode 5.

****: Occurs after the end of Gaius Episode 4.

§: Appears after completing Chapter 15 and entering the Land of Canaan.

Item Delivery Quests

Quest Name	Required Title	Item	Location	Rewards
Jolyne's Plea—Part 9	Silver Token	Meadow Crystal	Old Vicalle Mine	800 gald, 500 Points, Bedhead
Can't Buy It Anywhere	—	Prototype Booster	Labari Hollow	800 gald, 100 Points, Wind Tunnel
Familial Love	Gold Seal	Rare Metal	Barnauer Highroad	800 gald, 100 Points, Black Mail

Monster Hunting Quests

Quest Name	Required Title	Target	Location	Rewards
Hassle at the Tatalian Abyss 7§§	Gold Seal	Lizardman	Tatalian Abyss	38600 gald, 9650 Points
Jolyne's Plea—Part 8	Silver Token	Western Wolf	Catamar Heights	800 gald, 500 Points, Pipe
Gimme Freedom	Gold Seal	Bacura	Various Places§§§§	800 gald, 100 Points, Skill Tome: "Walking Armor" LU
Slow on the Uptake	Gold Seal	Silver Bacura	Various Places§§§§	800 gald, 100 Points, Cookware
Please!	Gold Seal	Bronze Bacura	Various Places§§§§	800 gald, 100 Points, The Longshank
I Expect Much of You	Gold Seal	Gold Bacura	Various Places§§§§	800 gald, 100 Points, Chopstick Boomsticks
Grass Research	—	Filindine	Fezebel Marsh	800 gald, 100 Points, Shining Steam
Golem Slayer Wanted	Gold Seal	Golem Shade	Labari Hollow	800 gald, 100 Points, The Black Helm
Hassle at the Tatalian Abyss 8§§§	Gold Seal	Neo Dragon	Tatalian Abyss	38600 gald, 9650 Points

Note

§§: After completing Hassle at the Tatalian Abyss 6.

§§§: After completing Hassle at the Tatalian Abyss 7.

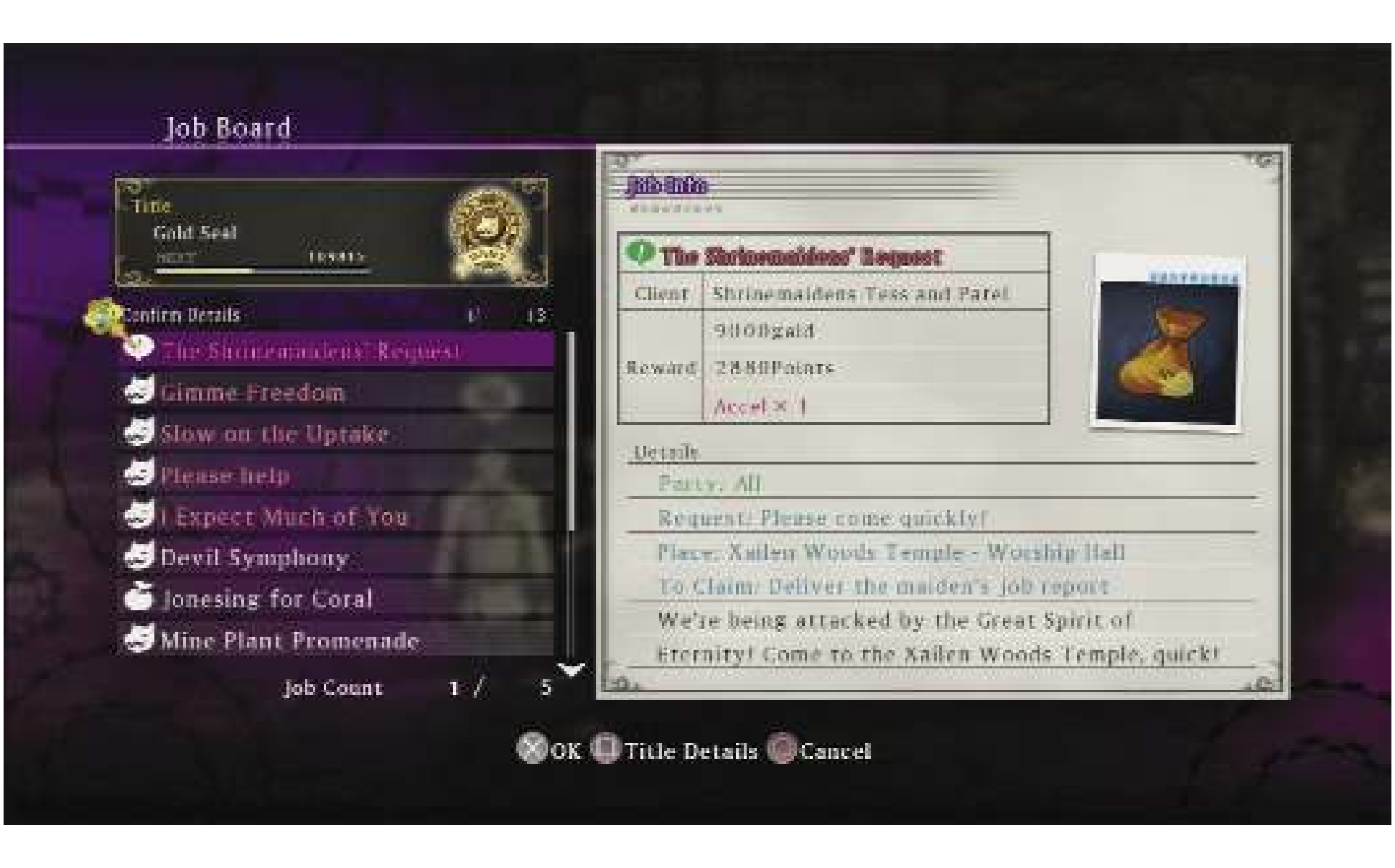
§§§§: Bacura locations shown in Walkthrough Tips.

An Extra Episode Appears

Of course I will, Lady Milla. We're family.

Many characters' final episodes appear during this interval, and they provide closure to the story arcs you have been following. All of these episodes provide a chance to increase affinity with Ludger, but the Jude, Milla, and Alvin ones are particularly important. If you've cleared the character episodes of these three characters, talk to Ivar in Marksburg's Rieze Harbor to start the Bonus Episode. The Extra Episode provides another opportunity to boost affinity with your comrades, and has an important piece of Jude and Milla's story, so you should definitely do it!

All the Quests are Conditional Event Quests



Job Board

Title
Gold Seal

Confirm Details 1/ 13
- The Shrinemaidens' Request
- Gimme Freedom
- Slow on the Uptake
- Please help
- I Expect Much of You
- Devil Symphony
- Jonesing for Coral
- Mine Plant Promenade

Job Count 1 / 5

Job Info

The Shrinemaidens' Request

Client	Shrinemaidens Tess and Patel
Reward	9000gald 2880Points Accel × 1

Details

Party: All

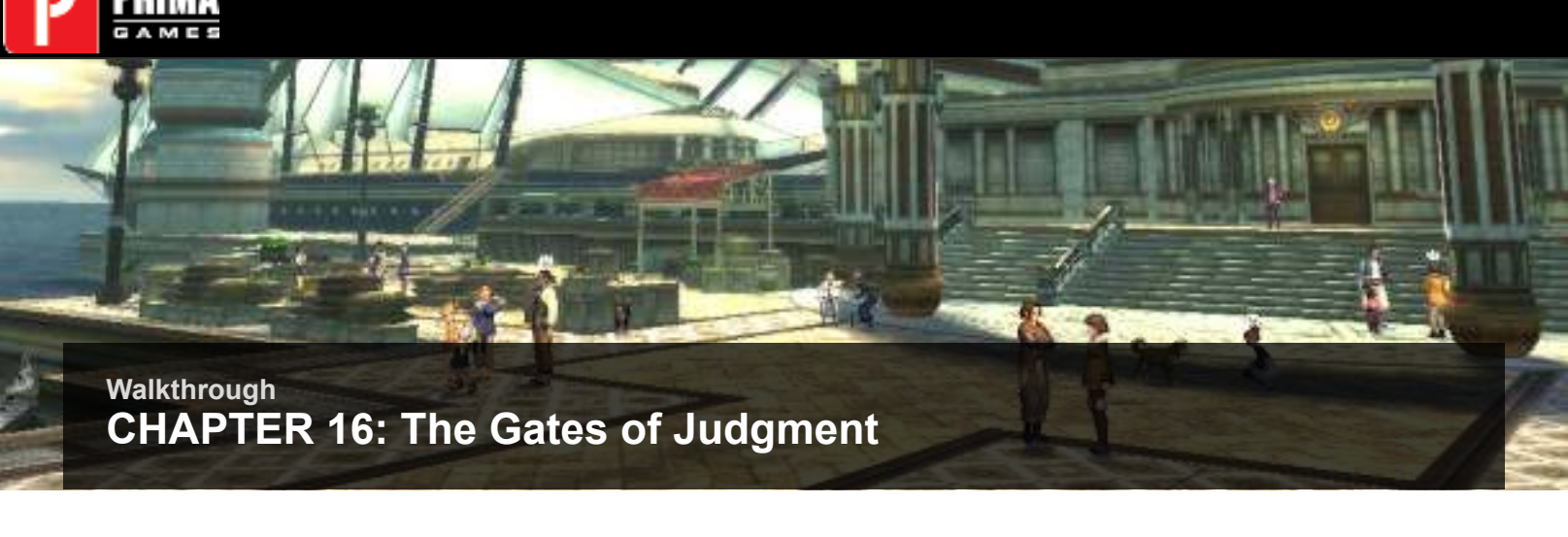
Request: Please come quickly!

Place: Xailen Woods Temple - Worship Hall

To Claim: Deliver the maiden's job report

We're being attacked by the Great Spirit of Eternity! Come to the Xailen Woods Temple, quick!

The event quests in this interval offer powerful equipment as rewards, but all of them have conditions to unlock. Some require you to have entered Canaan, some have other quests as prerequisites, and some need you to have completed a certain character episode first. If a quest doesn't appear for you, check the conditions to see what you need to do.



Walkthrough

CHAPTER 16: The Gates of Judgment

Dungeon

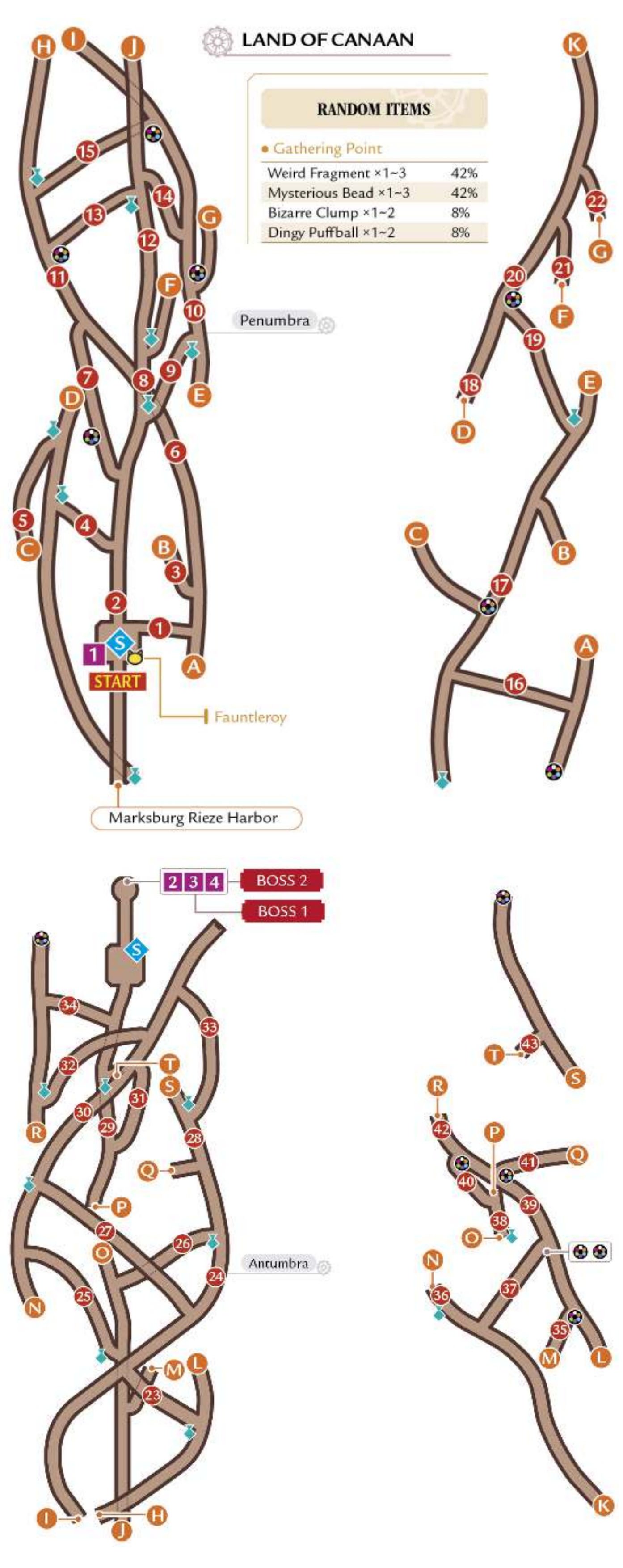
Land of Canaan

Required Teammates	Ludger
Inn Price	—
Elemental ore	24–75
Enemies Level	72–76
Cats	Fauntleroy

Skits

Start Time	Type	Name	Location	Condition	Choices	Required Members
Land of Canaan	Etc.	Haven't Tried It	—	—	—	Milla Alvin Elize Rowen Muzet

Enemies

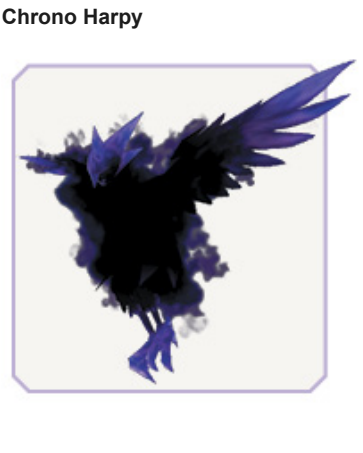


RANDOM ITEMS

• Gathering Point

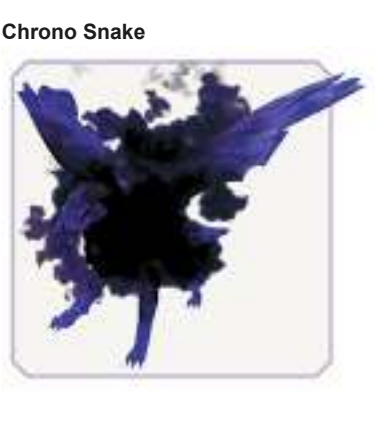
Weird Fragment ×1~3	42%
Mysterious Bead ×1~3	42%
Bizarre Clump ×1~2	8%
Dingy Puffball ×1~2	8%

Chrono Harpy



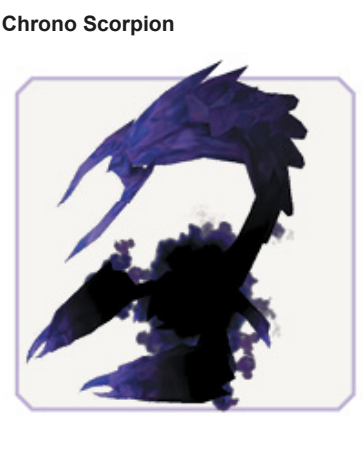
Type	●
HP	7170
Weak	● ●
Strong	● ● ●

Chrono Snake



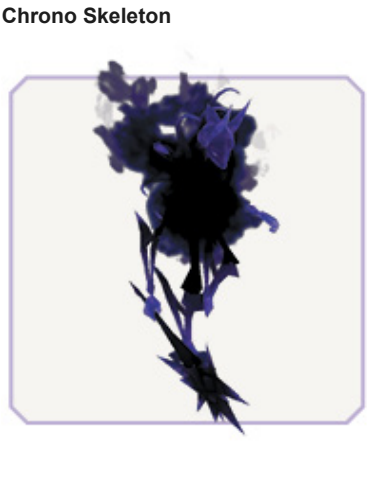
Type	●
HP	28680
Weak	● ●
Strong	● ●

Chrono Scorpion

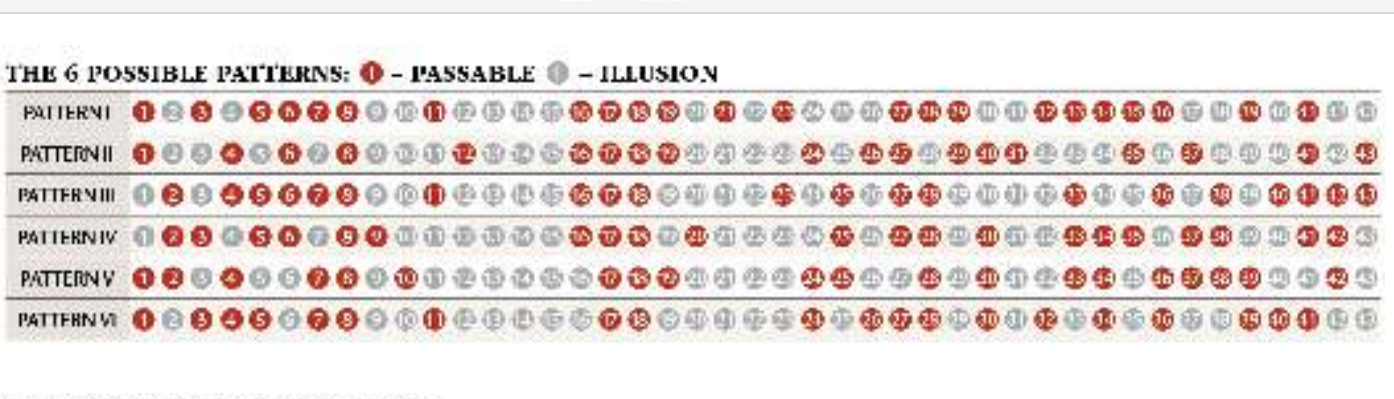


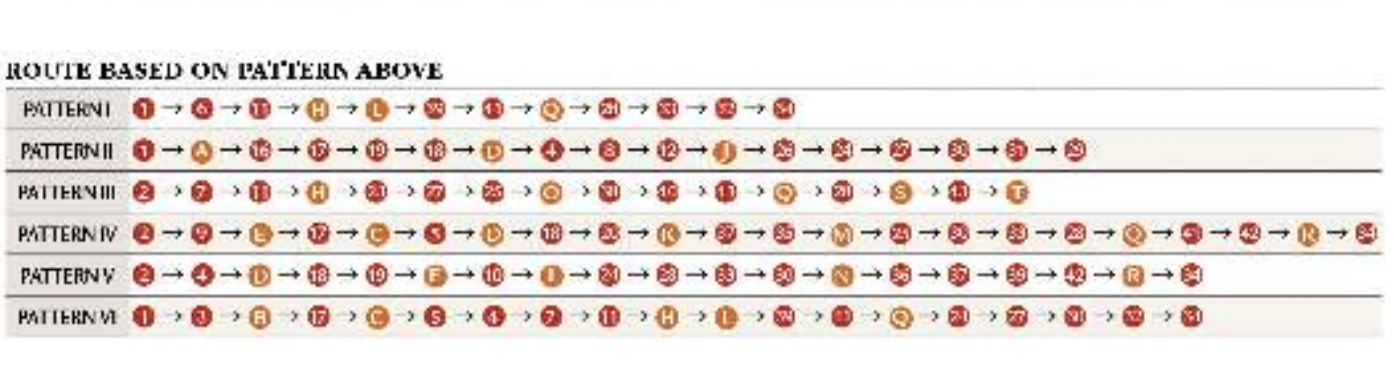
Type	●
HP	7600
Weak	● ●
Strong	● ●

Chrono Skeleton



Type	●
HP	6668
Weak	● ●
Strong	● ●


THE 6 POSSIBLE PATTERNS: ● – PASSABLE ● – ILLUSION
PATTERN I
PATTERN II
PATTERN III
PATTERN IV
PATTERN V
PATTERN VI


ROUTE BASED ON PATTERN ABOVE
PATTERN I
PATTERN II
PATTERN III
PATTERN IV
PATTERN V
PATTERN VI

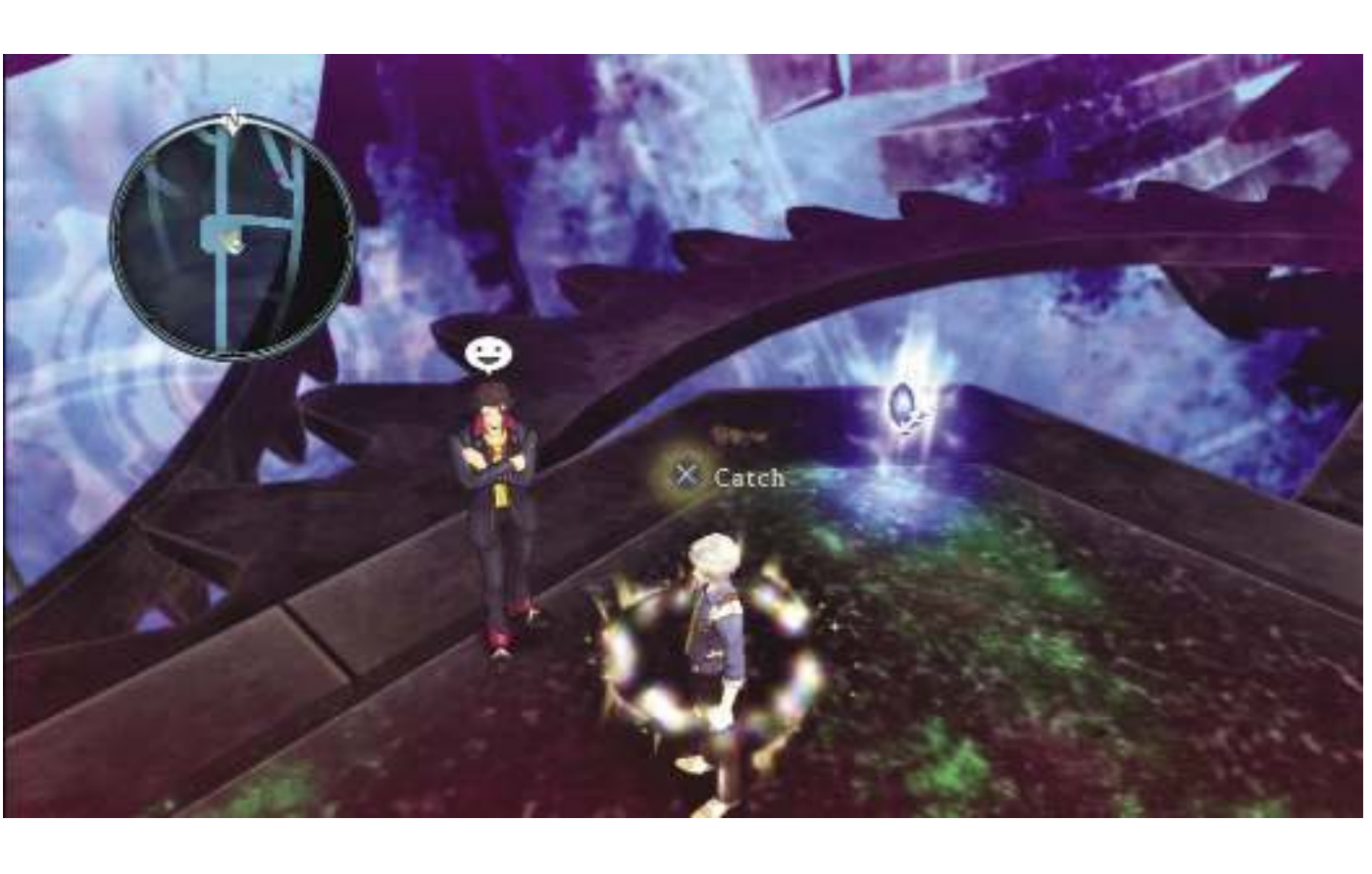
Enter the Land of Canaan

Note

This upcoming section is very difficult to navigate and is very narrow, which means you will run into enemies a lot! Make sure you are fully stocked on all items and foods, but try to conserve them as much as possible for the final boss battle.

Right. Only four of us could actually move on.

1 When you're prepared for the final area, enter the Land of Canaan through the spirit gate in Marksburg. Miasma creates a toxic fog in the Land of Canaan and only four party members can make the journey to Origin. The choice isn't critical, but you should pick at least one character that excels at healing.

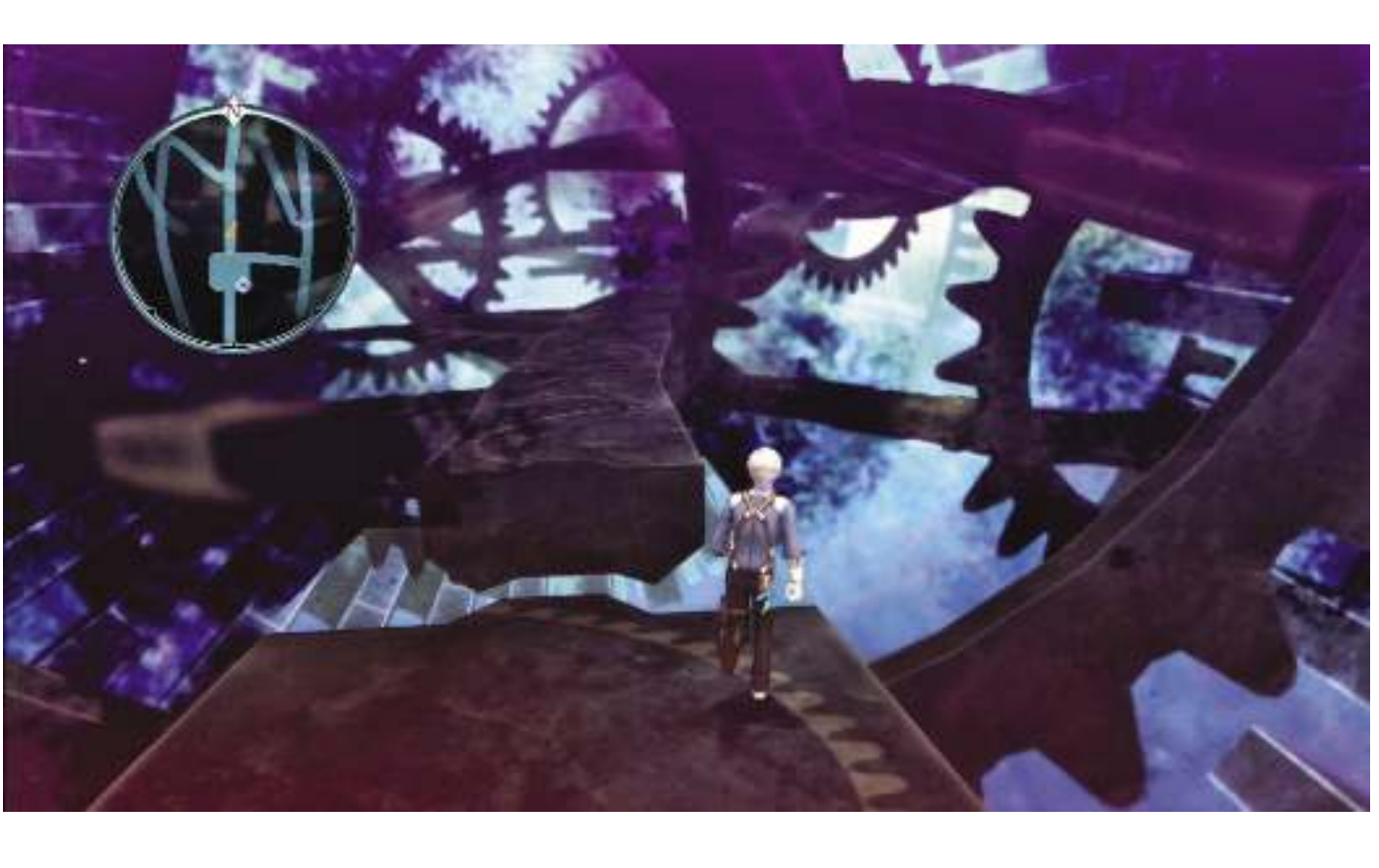


Fauntleroy is a dark feline and is very hard to spot near the save icon at the entrance to Canaan.

Lunar Reflection
Black Wings
259
1591 DAMAGE!
5 POWER HITS!
AC+1
AC+1
POWER HIT!
4523 133
4341 295
2860 158
4005 77

Because of the enemies' opposite strengths and weaknesses, it is difficult to use a weapon with an elemental property. Thus, simply choose a weapon for each category with the highest attack power. Pay attention to the Chrono Harpies that are resistant to all physical forms of attack and concentrate on using Fire or Light artes such as Crimson Fury and Falling Thunder, respectively. The toughest foe in this area is the Chrono Snake. This beast has a lot of HP and deals heavy damage, but luckily it is pretty slow. Prey on its weakness to Wind damage and use Migrating Sparrows to fire away from a safe distance.

Navigating the Maze



The monsters themselves aren't the real challenge in the Land of Canaan; it is navigating the area so you don't spend forever roaming around and depleting your resources. The in-game map is very deceptive, because it shows the possible path, but not actual breaks in the paths. Space is being warped around you to create illusionary routes, and you won't know if the path is complete until you are up to the edge where the walkway will vanish as you try to step on it.

The chart near the map shows all six routes and which junctions are real and which are illusions. Start out checking the first section at point 1. If this is an illusion, you are on pattern III or pattern IV. Both of these patterns have a real path at point 2, and the final test is to check point 3. If point 3 is a real route, you are on pattern IV. If it is an illusion, you are on pattern III. Likewise if point 1 was passable, you would check the next several points (2–4) to determine which pattern you are on.

Note

Identify one of the six patterns you are on with the first chart, then use the second chart to follow the suggested route to the boss.

Once you figure out which of the six patterns you currently have, refer to the second chart to find the quickest route to the end. From the example above, if you are on pattern III, the route you would take is to go north past point 2, curve to the left through point 7, continue left through point 11, and exit the first section at point H. H will put you at the next map, the Antumbra, and you continue to follow the suggested route, going right to reach point 23 and taking the first left to the branch containing number 27. Then you must cut back southeast using the branch at point 25 to exit through point O and so on.

Note

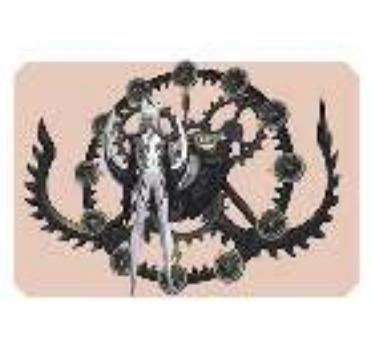
Each time you leave and reenter the Land of Canaan, you must check which pattern is the correct one.

2 When you finally reach the end of this maddening maze, save your game, heal your party, and enter the Gates of Judgment when you've steeled yourself.

A futile plan, as you can see.

L1: **What did you do to Elle?**	R1: **Why go to such lengths to stop us?**

BOSS Chronos



Level	75–79
Iron Stance	50
HP	223200–234000
Weak	—
Strong	●

Drop	—
Steal	Working Gear (5%)

Side-Stepping and Counterattack

3654 222
3854 212
2504 355
3372 268

3 Chronos has several deadly attacks to be aware of: the first is Gravity Meteor. This is an extremely powerful arte Chronos uses after Time Compression. It doesn't have the widest range, so start running once you see that's what he's using.

Chronos Laser
Linked Arte
4534 189
4752 124
2504 266
4474 95

Another attack to be concerned about is Chronos Laser, a long-range laser that he sweeps in an arc. If he hits with this during Over Limit, he'll chain it into his mystic arte, so run away or transform!

Deadly Gaze
708
299
2334 DAMAGE!
5 HITS!
3099 177
3372 147
2504 314
3712 274

All of Chronos's attacks are super powerful, so if you take your eye off the ball here you'll be dead. However, the price for their power is the long window of vulnerability they provide for counterattacks. Evade his attacks and then move in to retaliate. For a great counterattack, watch out for his Tetra Assault. It's deadly, but it takes a while for the boss to use it and it only hits in the area in front of him. When he starts using it, side-step around him and prepare to attack from the side.

4583 156
4877 170
3061 254
4020 62

Continue your assault on the boss and wipe out the Chronos Bits if they are summoned or they could interrupt your combos. When Chronos gets to half his max HP, he'll use Time Compression to reverse time back to the start of the battle. It's imperative that you cancel this attack by transforming, so keep a close eye on Chronos's remaining HP, and don't knock him down to the halfway mark until your chromatus gauge is full.

Note

The battle with Bisley follows immediately after this one, so heal up before you deal the finishing blow.

What are you doing here?

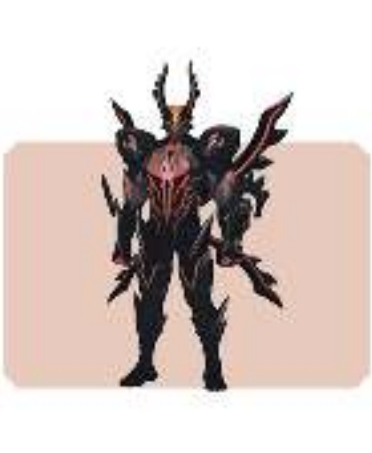
L1: **Why'd you take off on your own?**	R1: **I promised I'd come.** (Elle affinity +250)

Please, wish away the Fractured Dimensions.

L1: **I'm going to wish that Elle be saved.** (Elle affinity +250)	R1: **Bisley, I won't let your wish be granted.**

Bonus Scene: Jude (completed Jude Episode 6)

BOSS Bisley



Level	77–81
Iron Stance	60
HP	320040–335160
Weak	—
Strong	—

Drop	Elysium (100%)
Steal	"Ex Machina" Whiskey (5%)

Seize Small Opening While Charging Chromatus Gauge

Blazing Comet
3574
7 13
3250 248
1677 82
4274 34

4 Several of Bisley's artes can wipe out a character with a single move. The Blazing Comet attack has a short range, but high power and a chance at an instant KO. It's a Light-type attack, so use a Syrup Bottle to ward off the Confusion ailment.

Absolute Fist
2702 DAMAGE!
1 HITS!

Absolute Fist is an extremely powerful mystic arte that is virtually guaranteed to deliver a KO. Stay far away from the boss when he is in Over Limit.

Style Change
3903 101
3602 265
3436 242
4104 94

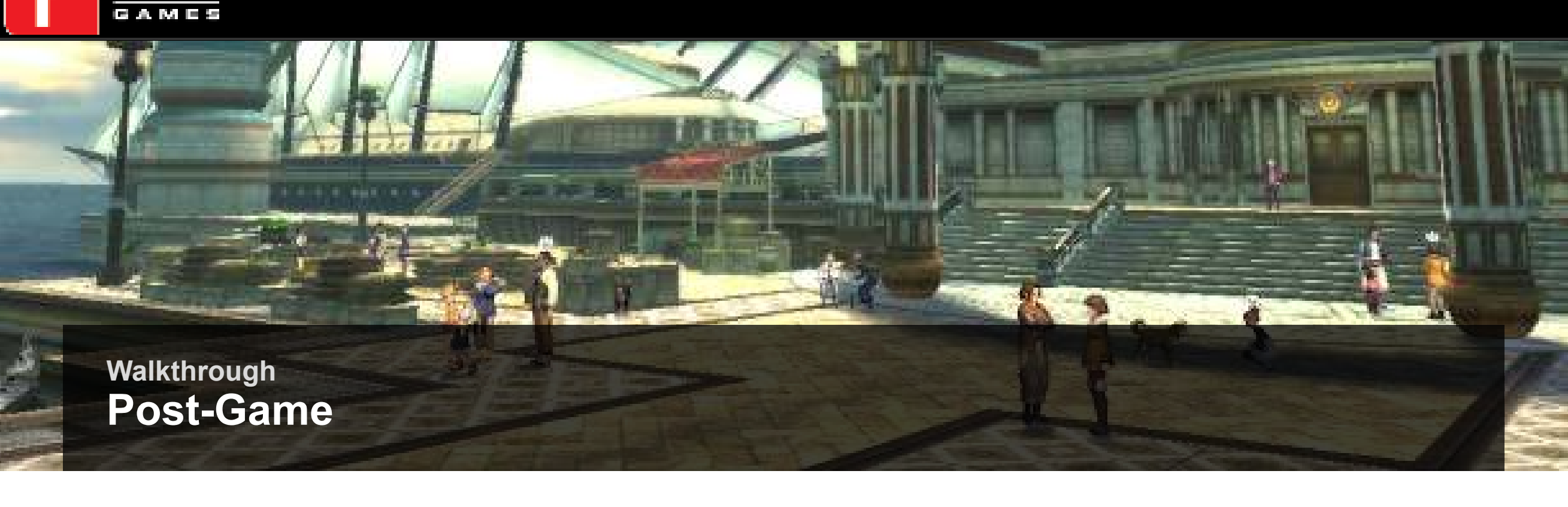
Bisley's attacks are powerful and leave very small openings to retaliate. If you face him head on, you'll be in for a tough fight. Side-step and back-step religiously while sneaking in small attacks where you can. If you try normal combos when attacking (instead of weakness-exploiting ones), you'll face a damaging counterattack. So instead, fire off artes without attempting to chain them into combos and deal damage with Linked Artes when you can. Your primary goal is just charging your chromatus gauge. Also, note that Bisley stops moving to use his Style Change arte. This is your chance to strike or get in some healing.

Butterfly Strike
Falling Snow
18708 DAMAGE!
7 HITS!

When Bisley gets down to 10% of his max HP, an event will trigger in which he regains a portion of his HP before resuming the fight. Even if you used up your chromatus gauge, you'll resume the second phase of the fight in your transformed form, so it's to your advantage to use your transformation towards the end of the first fight. Finally, when you knock Bisley down to 0 HP in that second round, Ludger will automatically transform so that he can use his transformed mystic arte to deliver the finishing blow.

Bonus Scene: Milla (completed Milla Episode 6)

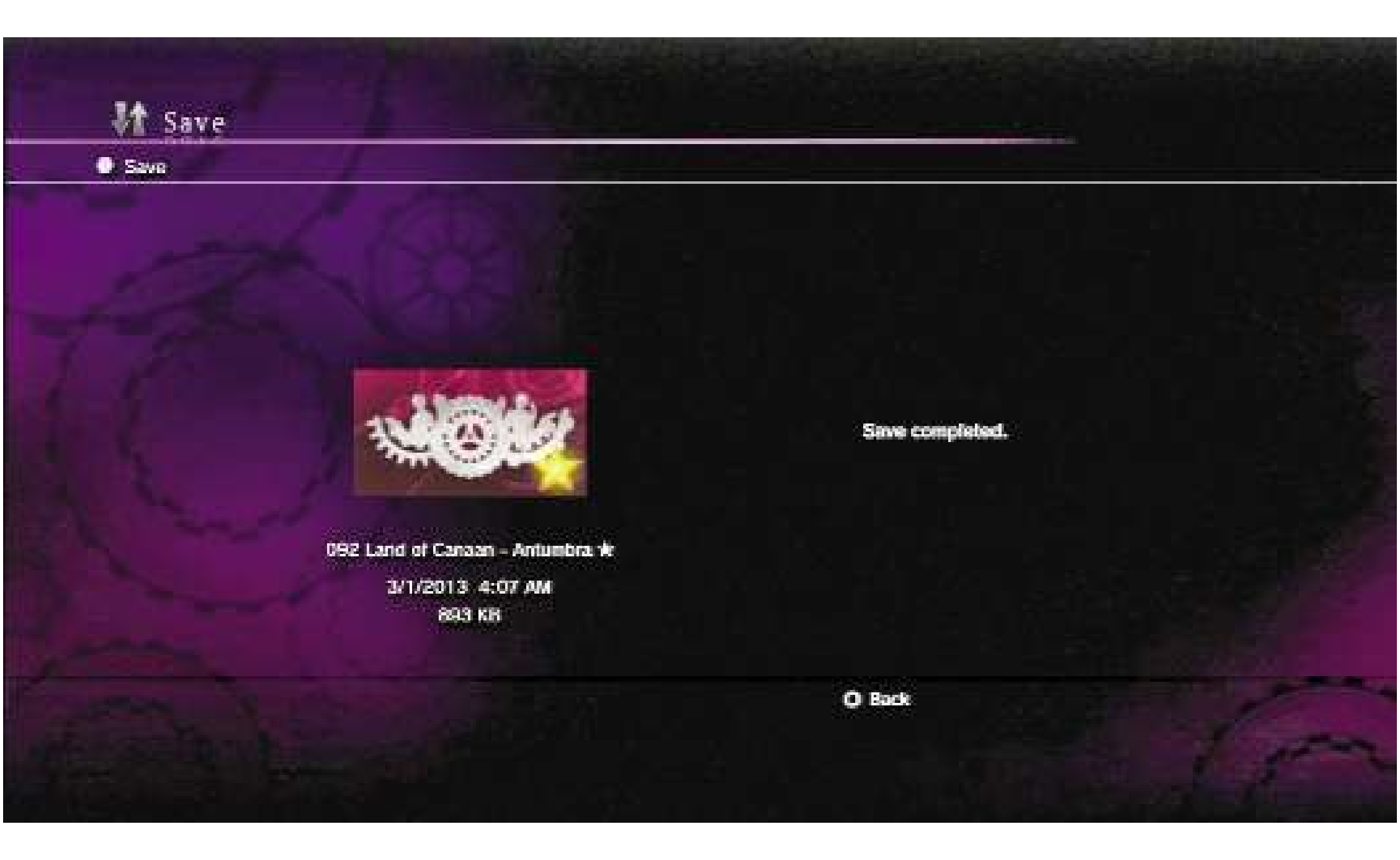
The last set of choices will determine which ending you will get. We won't spoil the outcome, but to earn the "normal ending" choose L1 each time and to receive the "true ending" select all the R1 choices.



Walkthrough

Post-Game

It's NOT Over


Save
Save
Save completed.
092 Land of Canaan - Antumbra ★
3/1/2013 4:07 AM
893 KB
Back

When you clear the game, that is not the end of *Tales of Xillia 2*. After completing the Main Story, you can save your game with a save file that has a gold star to indicate your accomplishment. Load that file to continue in the second half of the Land of Canaan. This is a great opportunity to view the other ending (see details in Side Quest). In addition there are new items to obtain as well as second-generation EX Elite Monsters.

Acquired When Completing the Game

Item Name	Details	Remarks
Color Variation (Ludger)	Ludger's Outfit	Obtain upon receiving title "Chromatus Control"
Victor's Outfit (Ludger)	Ludger's Outfit	—
Arte Tome: "Endless Waltz"	Ludger learns the Endless Waltz martial arte	—
Bonds of Shadow	Can enter Illusionary Darkness despite the Affinity Level	—
1,000,000 Gald	Available only once upon clearing the game	—
Title "Chromatus Control"	Obtain 100 Grade Points	Use of Ludger Chromatus is under 50 times upon completing Chapter 13.
Title "The Fatalist"	Obtain 200 Grade Points	Have seen Ludger's ending
Title "Beyond Judgment"	Obtain 500 Grade Points	Have seen Elle's ending

New Options After Completion

Chromatus Power Up

Eternal Waltz
25621 DAMAGE!
25 HITS!

The Chromatus is increased to the four stages, and when transforming at stage four all attacks will have increased power. You will also learn two new skills—Overdrive and Chromatus Drive—that can be used when transformed. When using a mystic arte in a full Chromatus state, an unique effect and motion is available. Normally, on first-round game play, it is only available when defeating the last boss enemy, Bisley.

New Event Quests

Mint
It is. I have a friend who's a really passionate lens hunter.

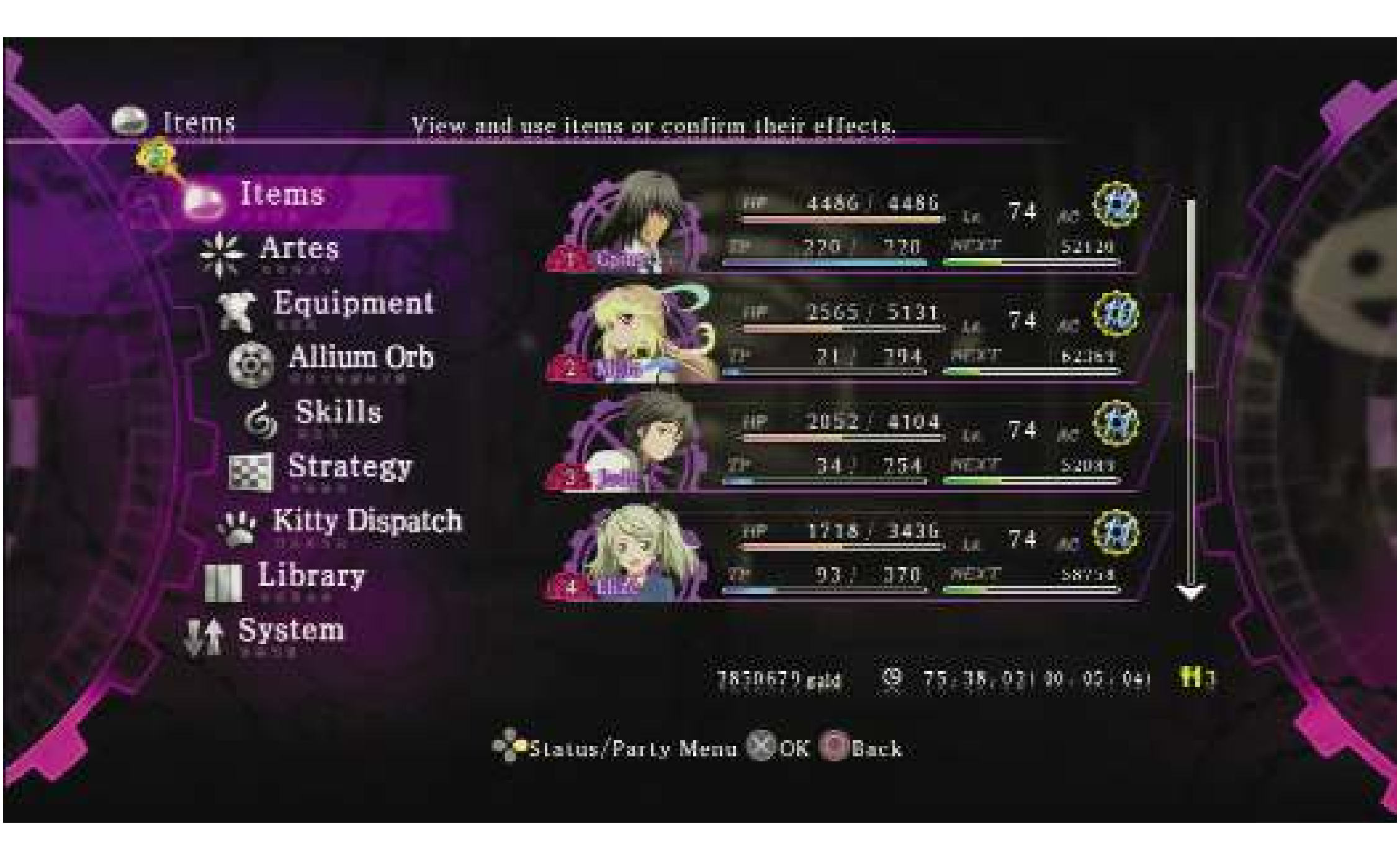
Three new Event Quests will appear: Femme Fatales-Part 1, Femme Fatales-Part 2, and Traces of Kinship—Part 3. The first is from a familiar name from the Tales Series. Mint is looking for some Prism Lenses, and you should pay her a visit in Sharilton when you have them. For complete details on all three quests, check the Event Quest section of Side Quests.

EX Elite Monsters

Wind Blade
Scorpactus EX
1151325 / 1152600
Weak
Strong
5380 299
5773 279
4079 356
5172 336

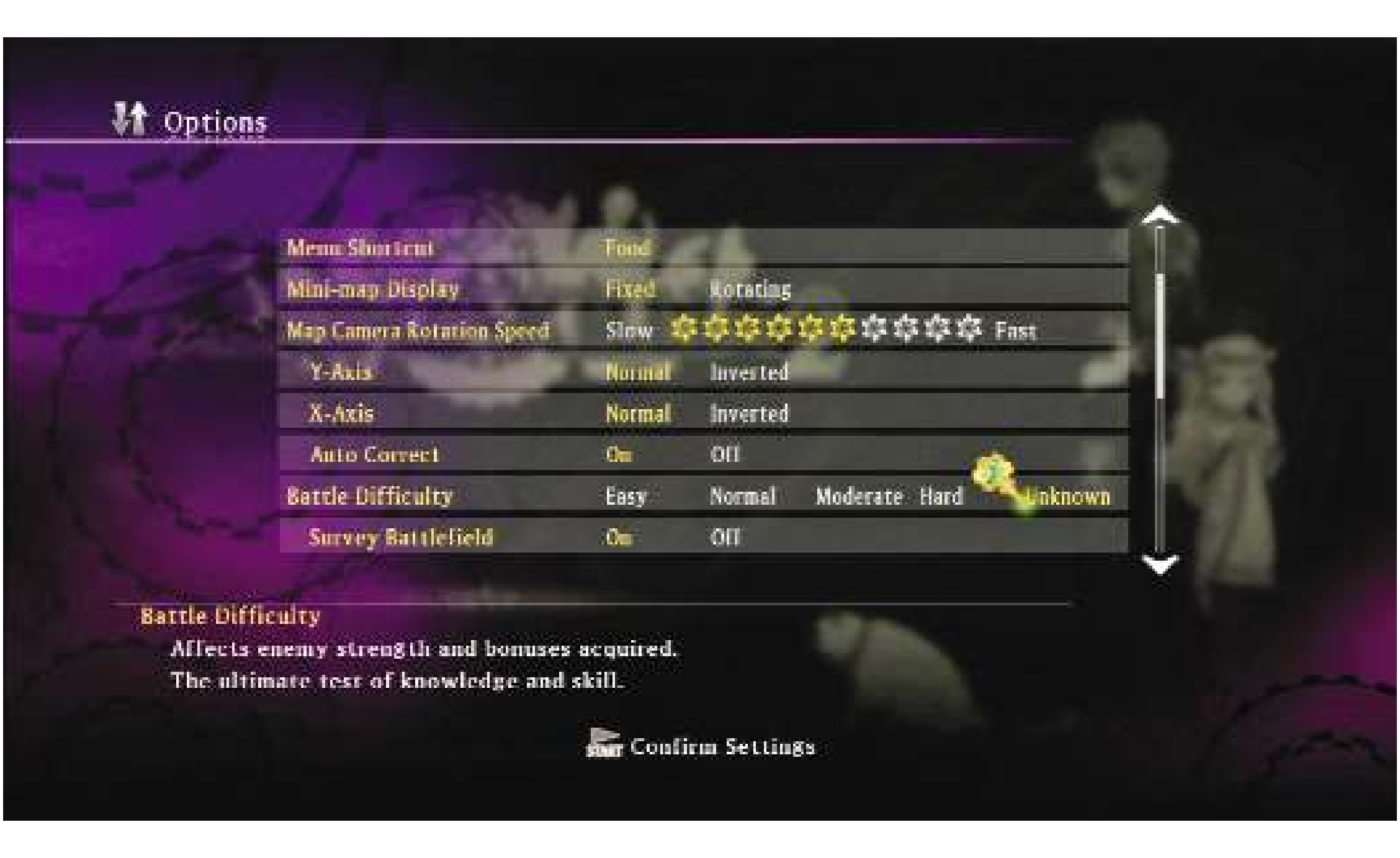
After clearing the game, the defeated monsters respawn as more powerful versions (EX) in the same places you originally found them. An Elite Monster that had not been dealt with before finishing the game will be replaced with the EX Monster once the original ones have been defeated.

Ludger Can be Replaced


Items
View and use items or confirm their effects.
Items
Artes
Equipment
Allium Orb
Skills
Strategy
Kitty Dispatch
Library
System
HP 4486 / 4486 Lv 74
TP 220 / 720
HP 2565 / 5131 Lv 74
TP 21 / 294
HP 2052 / 4104 Lv 74
TP 34 / 754
HP 1718 / 3436 Lv 74
TP 93 / 370
Status/Party Menu OK Back

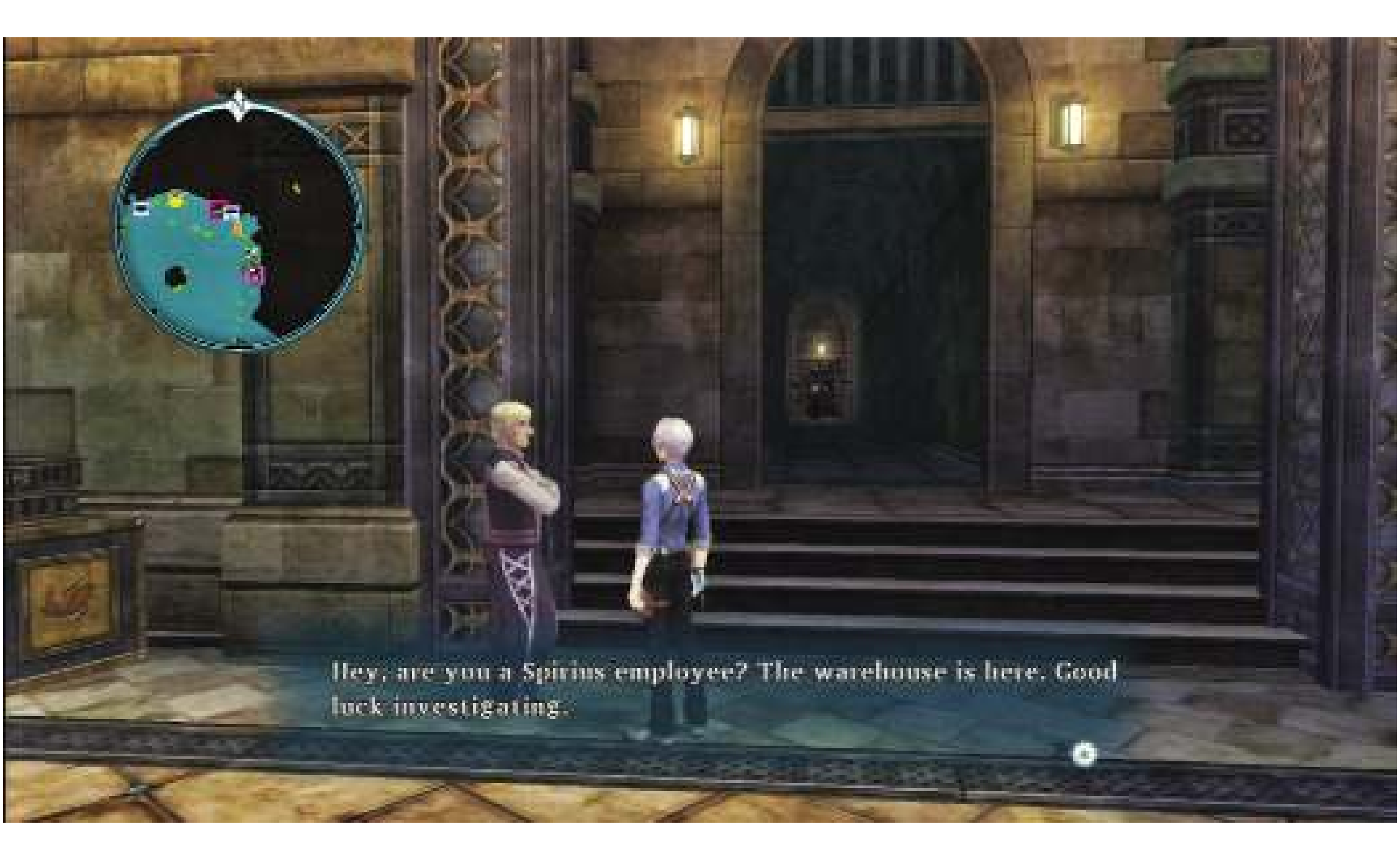
Ludger can now be placed as a sub-member in the party and no longer has to lead. This means he can be swapped out completely! Ludger is one of the strongest characters in the game, but leaving him behind is a great way to try out the other teammates and offers more flexibility to build new teams.

Increased Difficulty


Options
Menu Shortcut Food
Mini-map Display Fixed Rotating
Map Camera Rotation Speed Slow Fast
Y-Axis Normal Inverted
X-Axis Normal Inverted
Auto Correct On Off
Battle Difficulty Easy Normal Moderate Hard Unknown
Survey Battlefield On Off
Battle Difficulty
Affects enemy strength and bonuses acquired.
The ultimate test of knowledge and skill.
Confirm Settings

A new EX rank is added to the Coliseum that kicks the challenge up past the previous Elite Rank. There is also a new "unknown" level of difficulty that can be selected in New Game+.

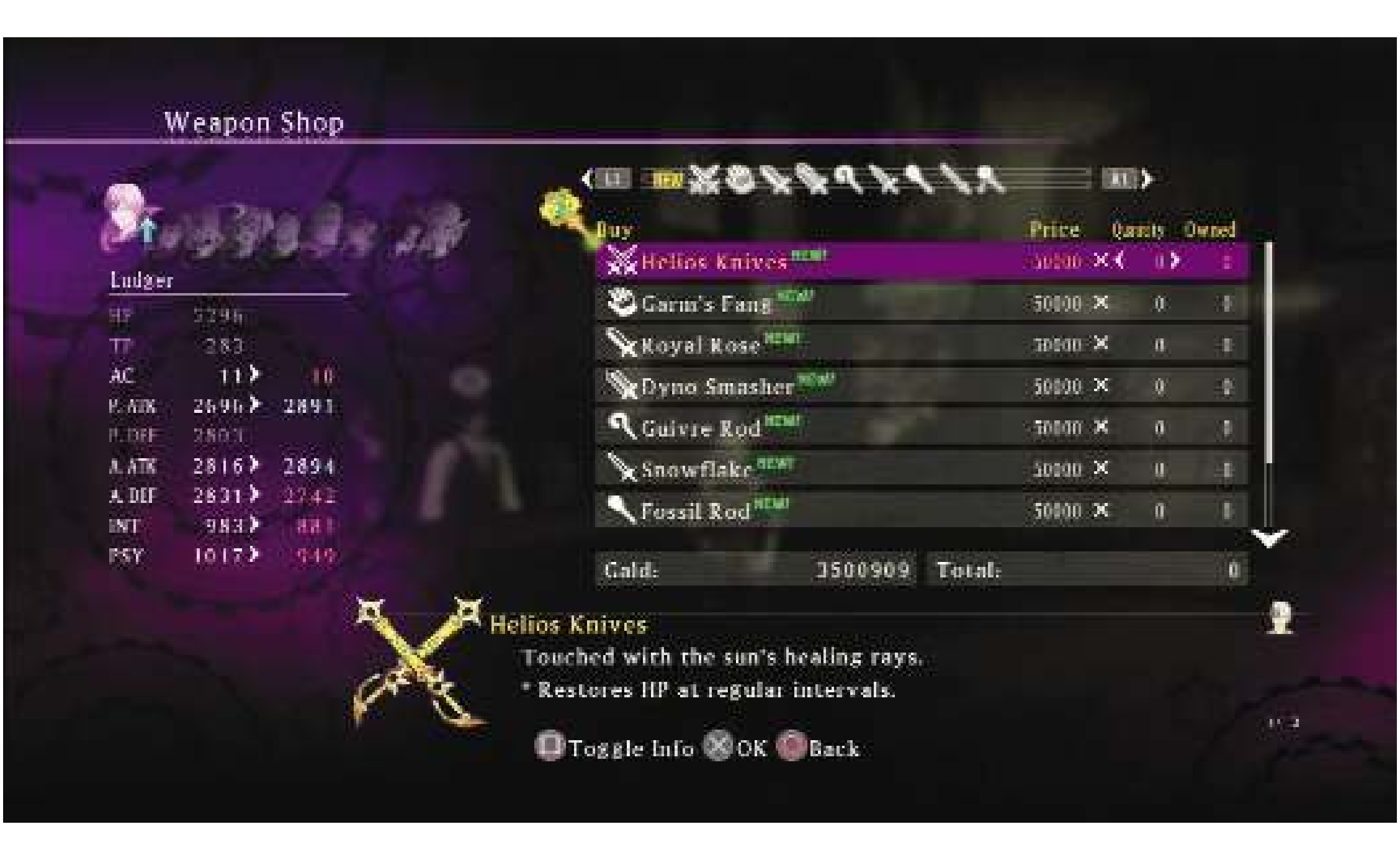
Illusionary Darkness


Hey, are you a Spirius employee? The warehouse is here. Good luck investigating.

When you complete the game's Main Story mode, a new event triggers when you approach the 1F entrance of the Spirius Corporation. After that, the entrance to the Illusionary Darkness appears in a Drellin—Central Plaza warehouse.

This is an extremely difficult dungeon, rife with 100+ level foes, so you'll need a disciplined strategy to succeed. If you do, the boss in its deepest depths will emerge to appear as a special guest in the Expert rank of the Coliseum. Check out all the details of this difficult dungeon in the Side Quest section of this guide.

New Shops and Awesome Items


Weapon Shop
Ludger
Buy
Price
Quantity
Owned
Helios Knives NEW!
Garm's Fang NEW!
Royal Rose NEW!
Dyno Smasher NEW!
Guivre Rod NEW!
Snowflake NEW!
Fossil Rod NEW!
50000
Gald: 3500909
Total: 0
Helios Knives
Touched with the sun's healing rays.
* Restores HP at regular intervals.
Toggle Info OK Back

Several new shops are now open for business, and they have some great gear to upgrade your entire party. Make sure to check out the Custom Orders to create incredible equipment as well as life-saving items.

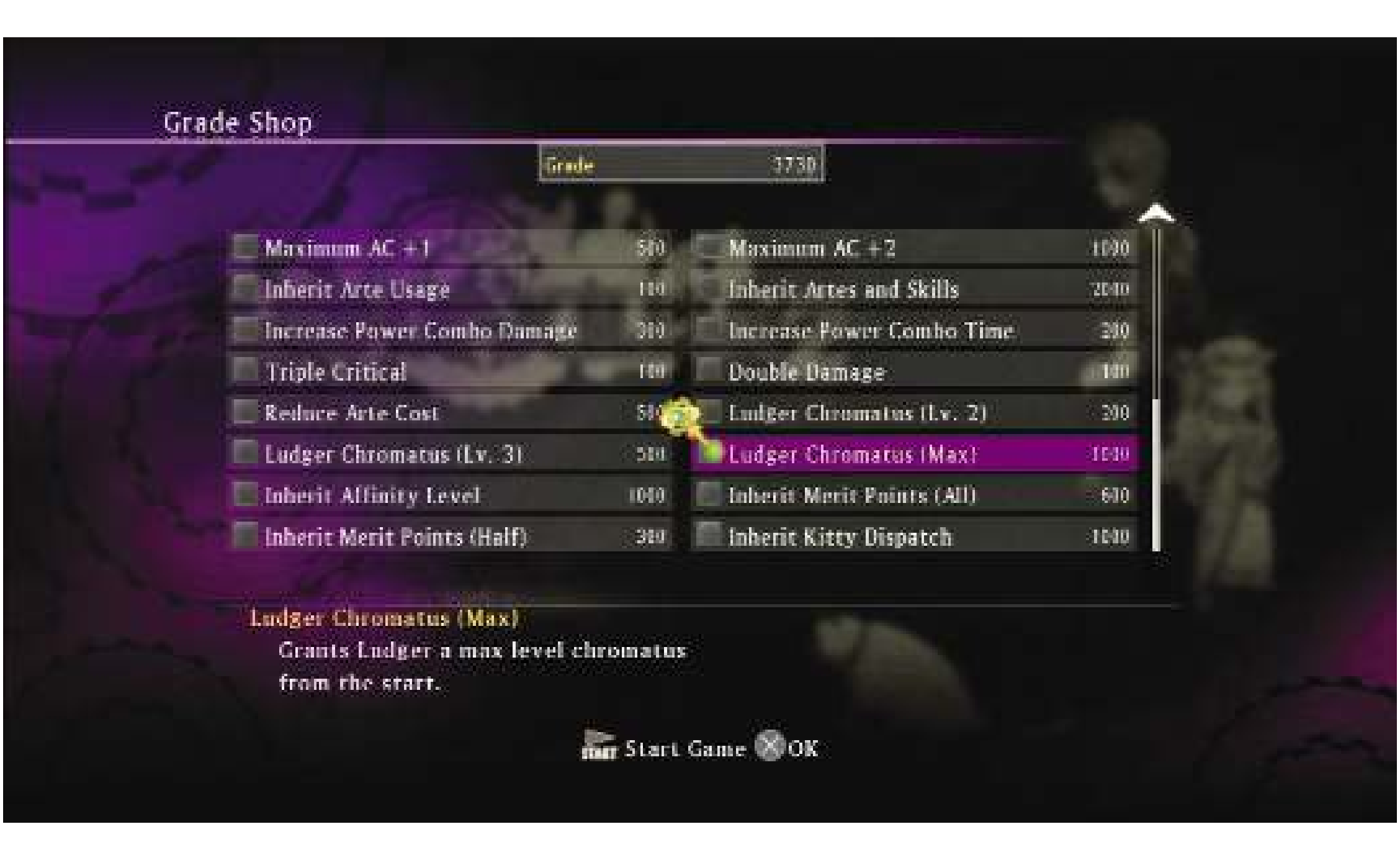
Unlocked Once Save File with a Cleared Mark Is Created

Location	Store Type Unlocked
Fennmont—Samsara Trading Post 2F	Weapon, Armor, Accessory, and Tool shop
Nia Khera—Residence	Hidden Accessory shop
Leronde Lodge	Food shop
Orda Palace—3F—Archives	Tool shop
Sapstrath Deepwood	Herb shop

Unlocked Upon Completing EX Challenge in the Xian Du—Coliseum

Location	Store Type Unlocked
Felgana Mine	Armor shop
Nala Lava Tubes	Weapon shop

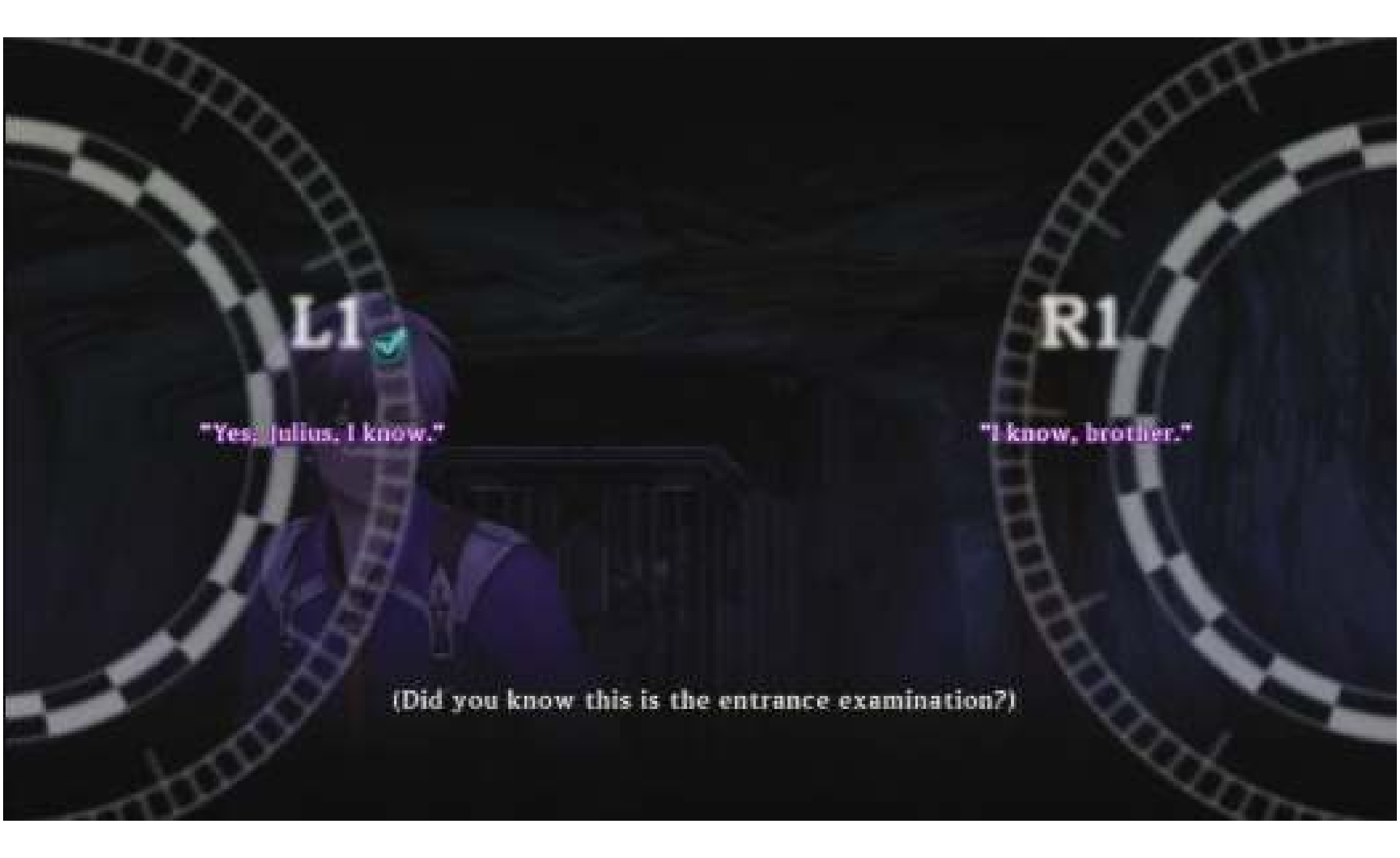
New Game+


Grade Shop
Grade 3730
Maximum AC +1 500
Inherit Arte Usage 100
Increase Power Combo Damage 300
Triple Critical 100
Reduce Arte Cost 500
Ludger Chromatus (Lv. 3) 500
Inherit Affinity Level 1000
Inherit Merit Points (Half) 300
Maximum AC +2 1000
Inherit Artes and Skills 2000
Increase Power Combo Time 200
Double Damage 100
Ludger Chromatus (Lv. 2) 200
Ludger Chromatus (Max) 1000
Inherit Merit Points (All) 600
Inherit Kitty Dispatch 1000
Ludger Chromatus (Max)
Grants Ludger a max level chromatus from the start.
Start Game OK

The other option after clearing the game is to start the game over selecting New Game+. However, the trick is that you don't simply get to keep everything you have earned in the previous play through. You must enter the Grade Shop and use the points you have accumulated from earning titles to buy the options you want to carry over. Note that several things like Monster and Item records will carry over automatically.

Grade Points	Items	Description
—	Inherit Titles	Automatic
—	Inherit Battlebook	Automatic
—	Inherit Xillia Glossary	Automatic
—	Inherit Monster Record	Automatic
—	Inherit Item Record	Automatic
—	Inherit Skit List	Automatic
—	Inherit Records	Automatic
—	Inherit Game Play Time	Automatic
0	Ludger's Voice	Play Ludger's voice when you make a selection.
300	Max Item Capacity: 30	Raise the maximum number of each item, weapon, armor, and accessory you can carry to 30.
1000	Max Item Capacity: 99	Raise the maximum number of each item, weapon, armor, and accessory you can carry to 99.
100	Inherit Consumable Items	Inherit your consumable items.
200	Inherit Material Items	Inherit your material items.
200	Inherit Fashion Items	Inherit your costumes, hairstyles, and attachments.
500	Inherit Accessory Items	Inherit your accessory items.
500	Inherit Extractor	Inherit your extractor.
300	Inherit Special Items	Inherit your item sphere, item sphere plus, winged boots, and artes sphere.
1500	Inherit Skill Items	Inherit items that teach artes or skills.
400	Inherit Special Arms	Inherit Alliance Arms, Devil's Arms, and weapon abilities.
700	Inherit Special Weapons	Inherit your special weapons. (Does not include Alliance Arms or Devil's Arms.)
300	Double Experience	Earn twice the usual experience points in battle.
2000	5x Experience	Earn five times the usual experience points in battle.
300	HP +1000	Ally HP will increase by 1000.
300	Double Gald	Earn twice the usual amount of gald.
200	Double Item Drops	Double the chances of receiving dropped items from enemies.
1500	Unlock Skits	Unlock all skits to view in the Library.
300	Double Gauge Growth	Double the rate at which your Linked Artes Gauge fills.
500	Maximum AC +1	Increase starting AC by 1.
1000	Maximum AC +2	Increase starting AC by 2.
100	Inherit Arte Usage	Inherit your arte usage tracker.
2000	Inherit Artes and Skills	Inherit the artes and skills gained via your extractors.
300	Increase Power Combo Damage	Increase your damage dealt from power combo attacks.
200	Increase Power Combo Time	Increase the duration of your power combos.
100	Triple Critical	Triples the critical rate of friends and foes alike.
100	Double Damage	Doubles damage dealt by friends and foes alike.
500	Reduce Arte Cost	Halve the TP cost of all artes.
200	Ludger Chromatus (Lv. 2)	Grants Ludger a second level Chromatus from the start.
500	Ludger Chromatus (Lv. 3)	Grants Ludger a third level Chromatus from the start.
1000	Ludger Chromatus (Max)	Grants Ludger a max level Chromatus from the start.
1000	Inherit Affinity Level	Inherit Ludger's affinity level with all characters.
600	Inherit Merit Points (All)	Inherit all of your Merit Points from jobs.
300	Inherit Merit Points (Half)	Inherit half of your Merit Points from jobs.
1000	Inherit Kitty Dispatch	Inherit most of your cats and their dispatch data. (Does not inherit item collection status.)

Decision Detector


L1
"Yes, Julius, I know."
R1
"I know, brother."
(Did you know this is the entrance examination?)

Going through the entire game again, you will have many advantages thanks to the Grade Shop. One additional benefit is that you will be able to see the choices you made in the dialogue options as indicated by a green check mark. You are free to make the same choice again or try another option.

Game System

Game Progression

Chapters

MAIN CHAPTER

Each of the sixteen Chapters follows in chronological order with a set of objectives you must complete. During the Chapters you can roam to other areas and perform Side Quests, but to make progress in the Main Story you must complete the tasks given to you. There are many unique situations that only occur during the Main Story, and it provides numerous opportunities to increase affinity with other characters. Each of the Chapters is broken down by area. For each area there are items, enemy lists, and maps for key locations and treasures. The Walkthrough guides you through only the essential parts of the Main Story. New areas that are not part of this Main Story are explored in the Intervals.

Note

During two parts of the Main Story, the player can choose between two Chapters. Whichever is chosen becomes the next Chapter and the other will follow after that.

Intervals

Note

An Interval is an interlude after most Chapters in the Main Story where you must earn gald (money) to repay your debt. During these intervals many new Side Quests will appear, such as Character Episodes, Elite Monsters, Item Quests, Event Quests, and Monster Hunts. None of those quests are mandatory, but you must earn gald to pay back the required amount before you can proceed to the next Chapter. The start of each Interval lists all available Side Quests and then proceeds to cover each new area that you can access.

Dimension Shifting

Prime Dimension

The Prime Dimension is what your characters consider their home. Essentially it is the original version of the world you are playing in. However there are many alternate dimensions that are very similar to your own.

Fractured Dimensions

These are alternate versions of the Prime Dimension, and while the geography is the same, the characters' lives and history can be vastly different. Throughout the game you will enter many of these dimensions to unravel the mystery of your own world. Note that shops may stock different items in these dimensions and all treasures are different between dimensions. The Fractured Dimensions have a muted look in terms of color palette and they are always denoted in the Walkthrough as (Fractured).

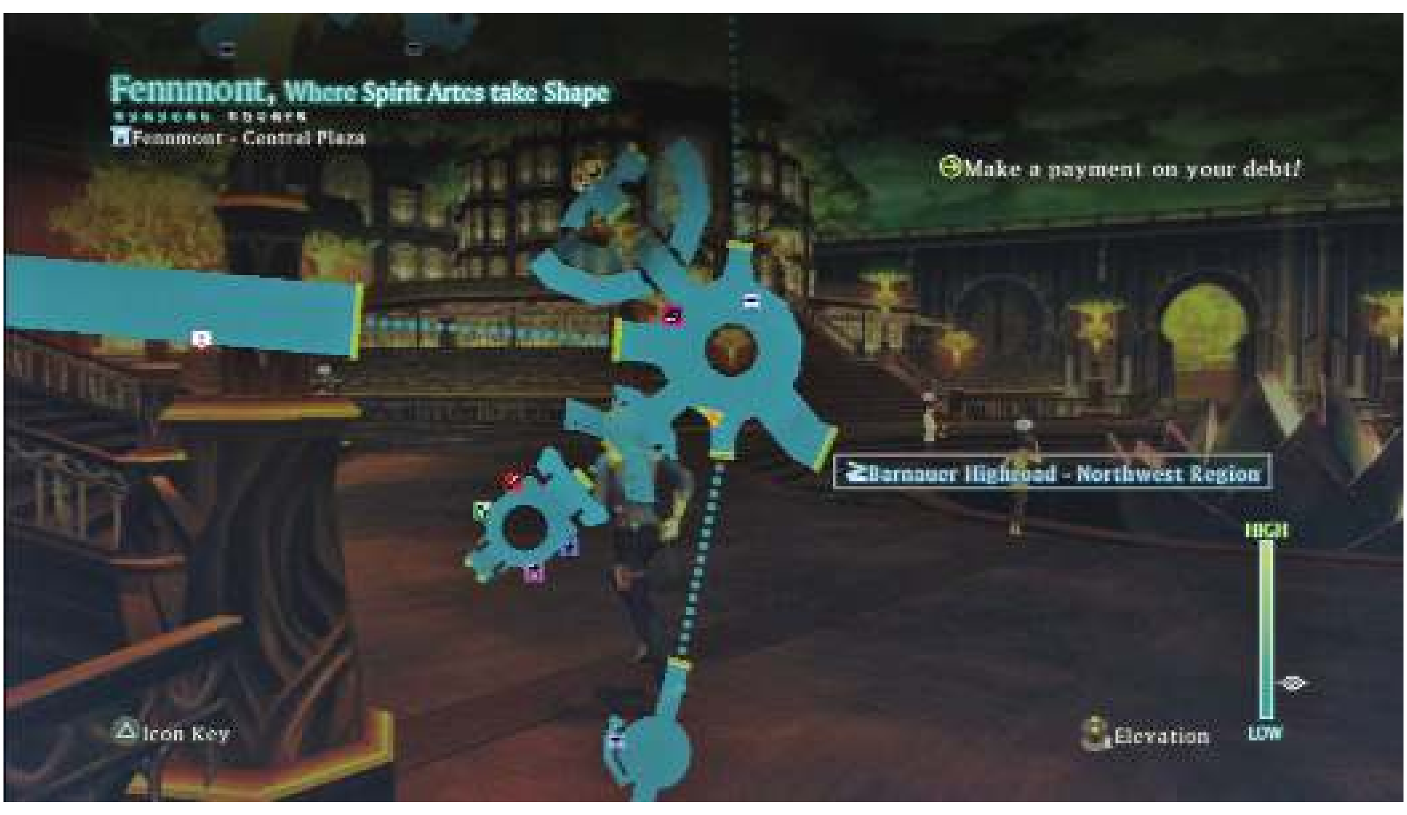
Differences Between the Real World and Fractured Dimensions

- Same areas have the same maps.
- Chests have different contents and may appear in different locations.
- You can never return to Fractured Dimensions, so get the items and treasures while you can.
- Splinter worlds visited in Character Episodes have their monster levels set when you enter them, so they may differ dramatically in difficulty from the real-world versions.
- You can only visit Fractured Dimensions during pre-set game events.
- There are no Job Bulletin boards or cats in Fractured Dimensions.
- You cannot leave Fractured Dimensions to visit other areas until you complete the objective for the Fractured Dimension.

Game System

Exploration

Using Maps



Fennmont, Where Spirit Artes take Shape
Fennmont - Central Plaza
Make a payment on your debt!
Barnauer Highroad - Northwest Region
HIGH
LOW
Icon Key
Elevation

It's easy to find your next objective in the game thanks to the obvious icon system that highlights major objectives in each Chapter and Episode. To the right are the icons you will find in the auto map that will make navigation a breeze.

The in-game maps are loaded with icons and they are reproduced in the guide along with several new ones. The icons represent everything including treasures, shops, search areas, and even quest locations. On the next page is a list of all the icons used in the guide, which will become very familiar throughout your adventure.

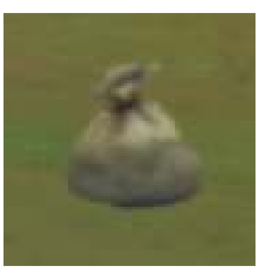
Map Icons

★	Main Story Event Location
!	Character Event Location
!	Job Event
$	Save Point
	Treasure Box
	Loot Bag
◆	Gathering Point
	Elemental Ore
	Kitty Discovered
	Job Board
	Inn
	Item Shop
	Weapon Shop
	Armor Shop
	Accessory Shop
	Food Vendor
	General Store
1	These purple numbers indicate key locations on the maps.
1	Event Quests
1	Time-limited event quests
▲	Indicates areas where you can change elevation
A	Treasure or Hidden Items
E	Elite Monster location

Collect Items As You Explore

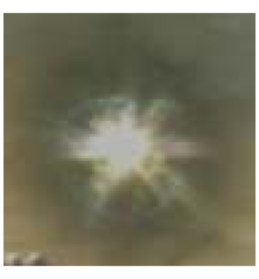
Pick up items on the field as you explore. There are four types. All random treasures respawn when you leave the area (by going to a non-adjacent area with a different name).

All random items are generated based on item tables that are specific to each game area.



Random Treasure in Loot Bag: Contains random recovery items, gald, food, or materials. Note that while these appear in the same places, as shown on the maps, it is random if they appear or not.

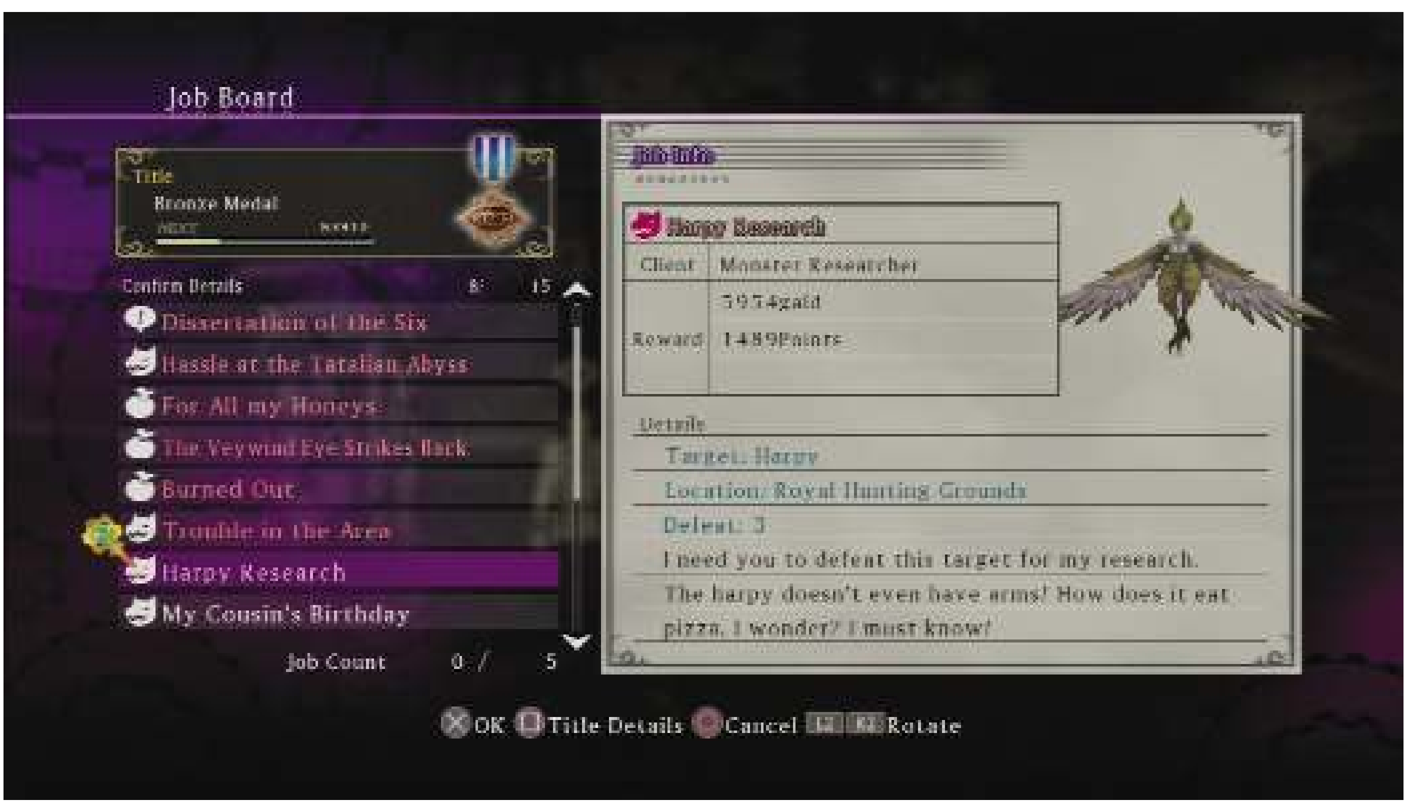
Random Item Gathering Point: Contains random materials only. Very common.



Random Treasure in Elemental Ore: Random amount of elemental ore.

Treasure Chest: Preset item. Can only be collected once.

Side Quests



Job Board

Title

Bronze Medal

NEXT

Confirm Details 8 15

- Dissertation of the Six
- Hassle at the Tatalian Abyss
- For All my Honeys
- The Veywind Eye Strikes Back
- Burned Out
- Trouble in the Area
- Harpy Research
- My Cousin's Birthday

Job Count 0 / 5

Job Info

Harpy Research

Client	Monster Researcher
Reward	5934gald 1489Points

Details

Target: Harpy

Location: Royal Hunting Grounds

Defeat: 3

I need you to defeat this target for my research. The harpy doesn't even have arms! How does it eat pizza, I wonder? I must know!

To accept a quest, visit the Job Bulletin board in any town. These optional quests appear during the Intervals and are covered in their own section later in the guide. The color of the job indicates if it is finite (red) or random (white). The red quests have fixed objectives and items, and generally include all Event Quests. These are typically added during each Chapter, but some are added when you trigger something in the game. These quests usually won't disappear once they're added to the list, but a few may become uncompletable if characters leave your party. The white quests are randomly generated, and change in nature every Chapter. New quests replace old ones every 30 minutes. There are always eight to choose from, and when one is completed, a new one appears.

You can take on five jobs at a time, but some require a certain level of proficiency, presented as a job title. Job titles are awarded as various badges when you reach the goals for that level. To increase your title or badge level, you must complete jobs to earn points. It will become obvious throughout the game that many of the optional random missions will be required to help earn higher titles to eventually take on the red-specific tasks. These Side Quests are a great way to earn gald, experience, and rare items in one shot!

Side Quests Properties

- Report completed quests at the job board.
- Rewards are gald, quest points, or items.
- Earning points gets you higher quest titles; these are necessary to accept certain quests.
- Generally done during the Debt-Repayment Interval phase.
- You can accept up to five at a time.
- You can accept them during the Main Chapter, Intervals, or Character Episodes, but not in Fractured Dimensions.
- New quests are added at each new Chapter.
- You can quit an accepted quest, and then re-accept it later. However, if it's a random quest, some of its parameters may change.

Points Needed for Job Titles

Job Title		Points
	Wooden Token	1,800
	Wooden Badge	5,400
	Wooden Seal	19,000
	Wooden Medal	22,400
	Bronze Token	90,000
	Bronze Badge	128,500
	Bronze Seal	190,200
	Bronze Medal	307,600
	Silver Token	424,700
	Silver Badge	555,200
	Silver Seal	690,500
	Silver Medal	800,000
	Gold Token	890,000
	Gold Badge	1,000,000
	Gold Seal	1,100,000
	Gold Medal	1,300,000
	Master Medal	1,500,000

Types of Quests

There are four general types of quests:

1) Event Quest: These feature new event scenes. Most involve finding an item and bringing it to a certain character somewhere in the world. Then you receive an item that you can use to report the quest's completion. A green ! appears on your map at the site of Event Quests. Several of these are only available for a specific time frame, so make sure to look out for ones with a red label. You can find out all the details about them in the Walkthrough Tips section before the Walkthrough starts.

2) Monster Hunting Quest: Kill a certain amount of a certain monster. Monsters killed before the quest is accepted do not count. If you quit the quest and start it over later, you'll have to start over from zero.

3) Item Delivery Quest: Report back with the designated number of a certain item in your inventory and you'll complete the quest, even if you already had the items in your inventory. These quests include cat quests, but you're free to find the cats before you accept the quest (the quest does not generate the cats) for a very easy completion.

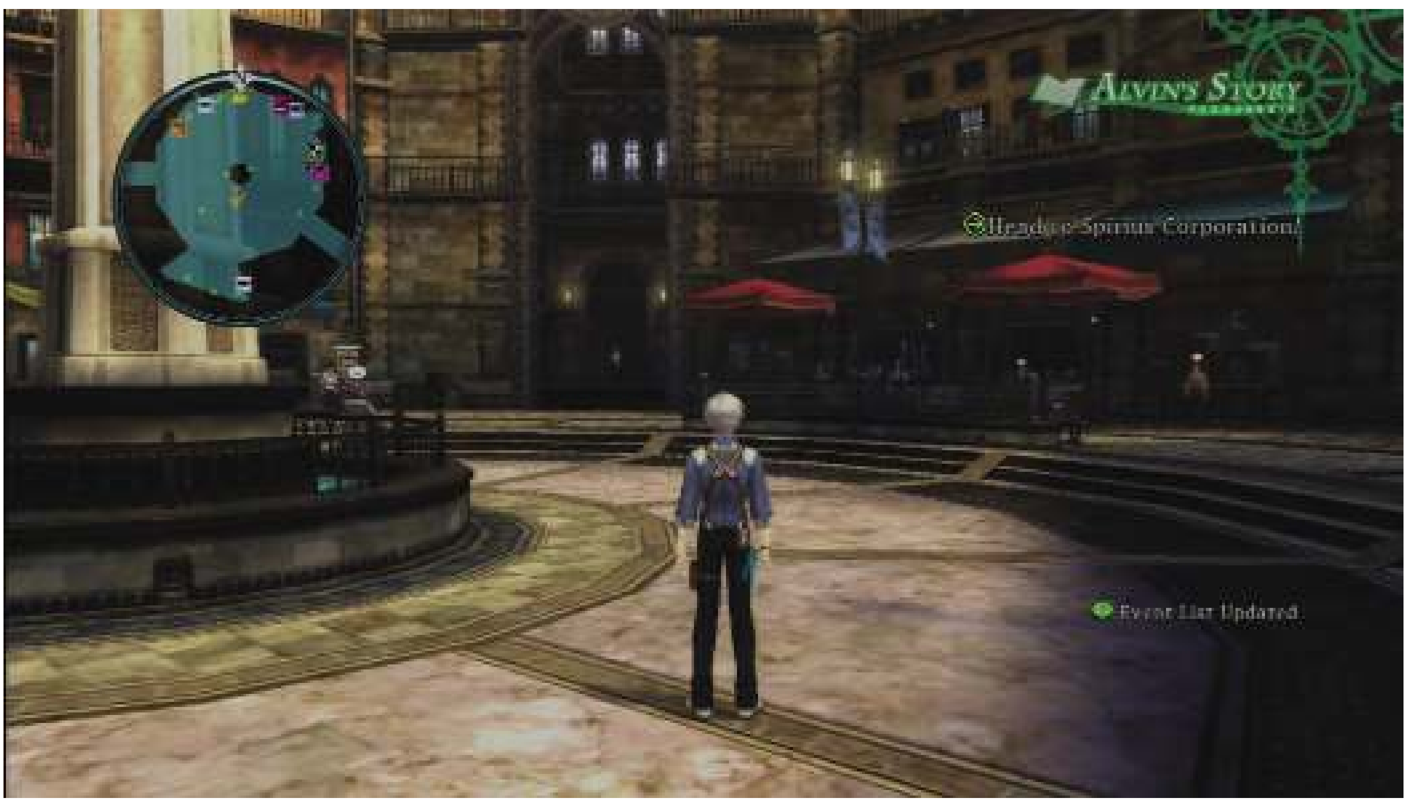
4) Elite Monster Quest: A quest to kill an Elite Monster. These quests offer exceptionally good rewards and are the best way to boost your points to earn new job titles.

Note

Event Quests require specific members of a party to be present (in the active party).

Game System

Character Episodes



Each main character has his or her own story (except for Ludger) that are separated into chapters we call Episodes (not to be confused with the Main Story's Chapters). These appear during the Intervals and are short, structured missions that provide a lot of insight into each character. They also provide a big opportunity to boost affinity with each respective character. Most of these can be completed any time once they unlock, but it is always best to do them as soon as they appear. Some of the Episodes, such as Milla's, have a limited window to complete them. Also, if you wait too long to complete an Episode, you might miss a Bonus Scene in the Main Story.

Episodes Properties

- Talk to characters with a red ! in town to trigger.
- There are four to six per character.
- Boosts affinity, but the amounts vary drastically based on your answers in dialogue.
- Can't advance Main Story or begin a different Character Episode while in the midst of a Character Episode.
- Clearing Character Episodes will unlock Bonus Scenes in the Main Story.

Character Episode Changes and Timing

- The event scenes during a Character Episode will change based on when they're triggered. For example, characters like Elle may or may not appear based on the part of the game, or Fractured Milla may be replaced by normal Milla.
- Also, some Episodes can only be completed at certain Intervals. In short, always do the Character Episodes as soon as they appear in the Intervals so you don't miss anything.
- They trigger at the end of a specific Main Story Chapter.
- If you miss it, it will re-trigger at the end of the next Chapter.
- If you let them pile up, you can do them all at once; completing one will make the next one trigger immediately.
- Milla Episodes 1 and 2 are the only ones you can miss by not seeing them early enough.
- If you clear every Character Episode, you'll trigger an extra Episode.

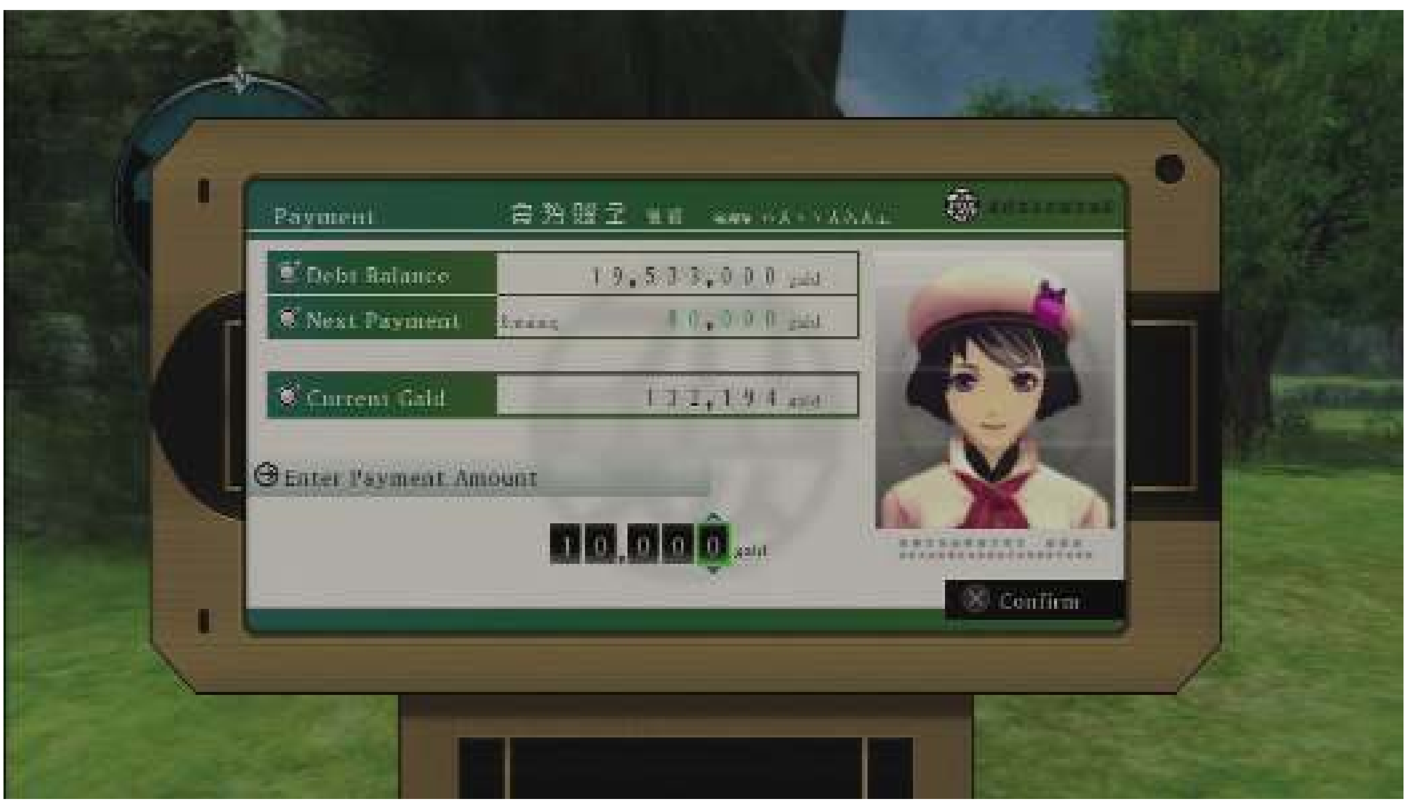
Bonus Scenes

Bonus Scene: Rowen

One of the main advantages of completing the Character Episodes is to earn a Bonus Scene during the course of the Main Story. These often have a special dialogue choice that can boost character affinity.

Game System

Repaying Your Debt



Payment

Debt Balance 19,533,000 gold

Next Payment 40,000 gold

Current Gold 132,194 gold

Enter Payment Amount 10,000 gold

After every Chapter of the Main Story, you must pay a portion of your debt to proceed to the next Chapter. These are referred to in the guide as Debt Repayment Intervals.

Rules for Debt Repayment

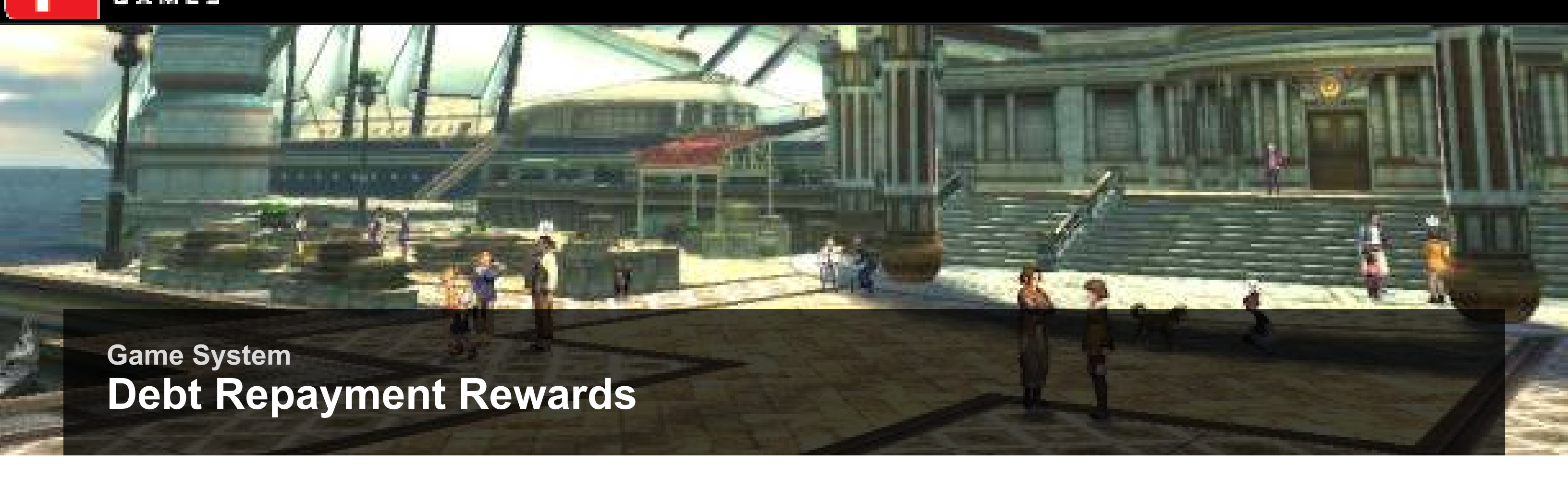
- Repay your debt by talking to Nova or pressing L2 .
- You can't pay more than the listed amount.
- You can pay a certain amount of your debt during the Main Chapter and it will be counted towards the amount you have to pay in the Interval.
- Paying more than necessary in one Chapter won't reduce the amount you have to pay the next Chapter, but it will earn you bonus items.
- You don't have to pay after Chapter 14.
- You can pay the remainder by talking to Nova.

Paying Debt After Chapter 14

Nova will no longer call, but you can go to her directly to pay your debt down and you still get rewards for debt repayment.

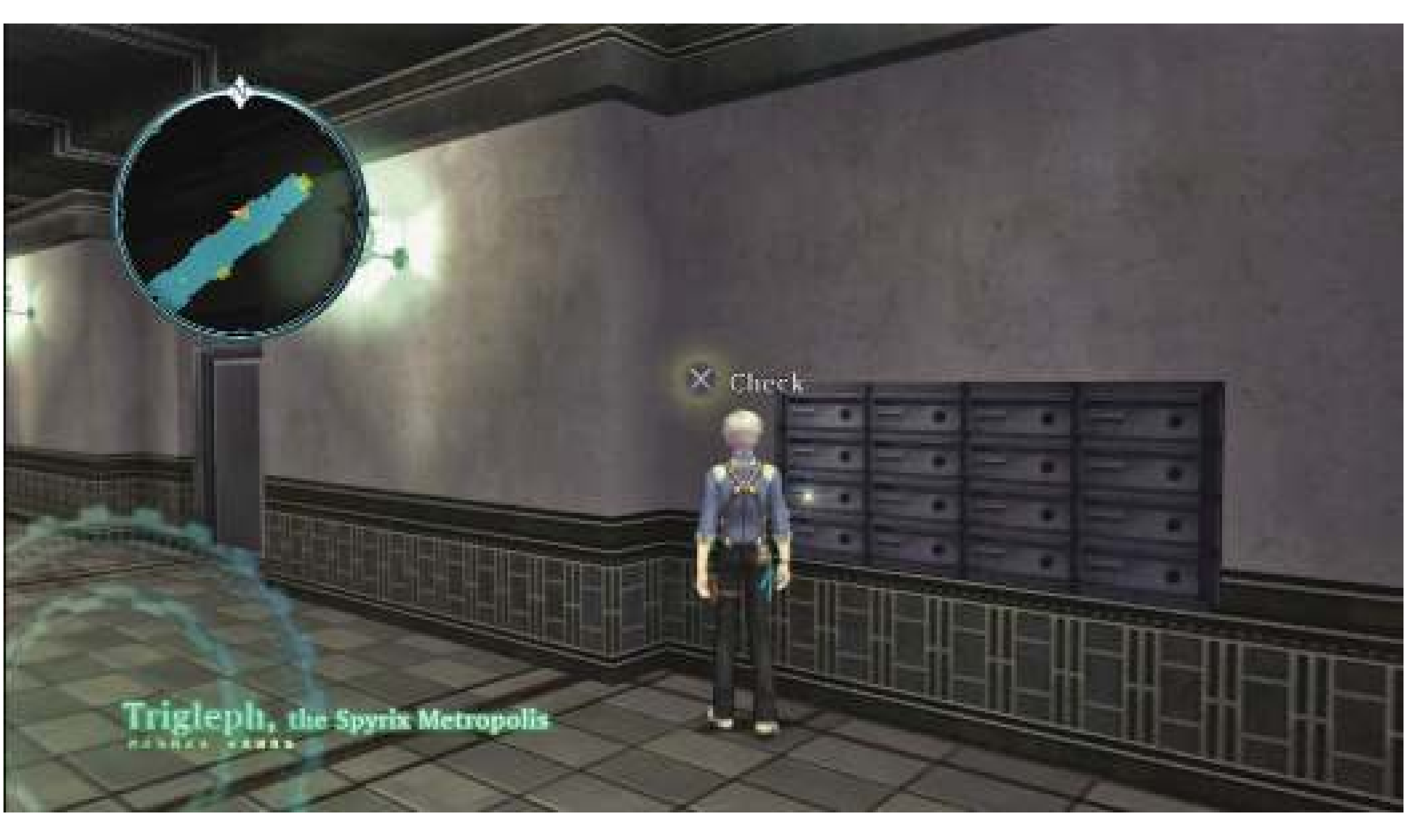
Repayment Reminders

Period	Designated Amount	Reminder Amount 1	Reminder Amount 2	Reminder Amount 3
Repayment phase after Chapter 2	5000	7500	10000	N/A
Chapter 3 (Main Chapter)	5000	7500	10000	N/A
Repayment phase after Chapter 3	7000	10500	14000	N/A
Chapter 4 (Main Chapter)	7000	10500	14000	N/A
Repayment phase after Chapter 4	10000	15000	20000	N/A
Chapter 5 (Main Chapter)	10000	15000	20000	N/A
Repayment phase after Chapter 5	15000	22500	30000	N/A
Chapter 6 (Main Chapter)	15000	15000	22500	30000
Repayment phase after Chapter 6	50000	62500	75000	N/A
Chapter 7 (Main Chapter)	40000	50000	60000	N/A
Repayment phase after Chapter 7	100000	112500	125000	N/A
Chapter 8 (Main Chapter)	70000	70000	78750	87500
Repayment phase after Chapter 8	100000	112500	125000	N/A
Chapter 9 (Main Chapter)	70000	78750	87500	N/A
Repayment phase after Chapter 9	150000	168750	187000	N/A
Chapter 10 (Main Chapter)	100000	112500	125000	N/A
Repayment phase after Chapter 10	200000	225000	250000	N/A
Chapter 11 (Main Chapter)	120000	135000	150000	N/A
Repayment phase after Chapter 11	200000	225000	250000	N/A
Chapter 12 (Main Chapter)	120000	135000	150000	N/A
Repayment phase after Chapter 12	150000	168750	187500	N/A
Chapter 13 (Main Chapter)	100000	112500	125000	N/A
Repayment phase after Chapter 13	150000	168750	187500	N/A



Game System

Debt Repayment Rewards



Repaying portions of your debt is mandatory during the Debt Repayment Intervals, but there are rewards for paying more than needed. Rewards include exclusive items, new skills, and costumes. Completely repaying your debt offers a new ending with an animated sequence. These rewards can be collected at your mailbox in Trigleph—Frères Apartments—1F.

Repayment Rewards

Reward	Total Repayment
Kitty Krisps	5000
Skill Tome: “Mosquito” LU	10000
Kitty Krisps	20000
Friendship Potion	30000
Skill Tome: “Mosquito” JD	40000
Kitty Krisps	50000
Skill Tome: “Recall Me” JD	60000
Kitty Krisps	70000
Friendship Potion	80000
Skill Tome: “Mosquito” LE	90000
Kitty Krisps	100000
Skill Tome: “Mosquito” AL	120000
Outfit: No Jacket 1 (Ludger)	140000
Kitty Krisps	160000
Skill Tome: “Absolute Defense” AL	180000
Friendship Potion	200000
Kitty Krisps	230000
Skill Tome: “Mosquito” EZ	260000
Skill Tome: “Born Healer” JD	290000
Friendship Potion	320000
Gummy Fishies	360000
Skill Tome: “Recall Me” EZ	400000
Friendship Potion	440000
Gummy Fishies	480000
Skill Tome: “Mosquito” RW	530000
Gummy Fishies	580000
Skill Tome: “Absolute Defense” RW	630000
Friendship Potion	690000
Gummy Fishies	750000
Skill Tome: “Etiquette Guide” AL	810000
Gummy Fishies	880000
Skill Tome: “Recall Me” LE	950000
Friendship Potion	1,020,000
Skill Tome: “Mosquito” GS	1,090,000
Gummy Fishies	1,170,000
Outfit: No Jacket (Alvin)	1,210,000
Hairstyle: Jacketless Haircut (Alvin)	1,210,000
Alvin’s Cap	1,210,000
Friendship Potion	1,250,000
Gummy Fishies	1,330,000
Skill Tome: “Absolute Defense” GS	1,410,000
Friendship Potion	1,500,000
Skill Tome: “Mosquito” MZ	1,590,000
Catnip	1,635,000
Skill Tome: “Reflect Damage” GS	1,680,000
Skill Tome: “Recall Me” MZ	1,770,000
Friendship Potion	1,860,000
Catnip	1,950,000
Skill Tome: “Mosquito” ML	2,000,000
Skill Tome: “Body Boost” JD	2,050,000
Catnip	2,150,000
Skill Tome: “Absolute Defense” ML	2,250,000
Friendship Potion	2,350,000
Skill Tome: “Mental Strength” EZ	2,450,000
Catnip	2,510,000
Friendship Potion	2,570,000
Outfit: No Jacket (Leia)	2,690,000
Friendship Potion	2,810,000
Catnip	2,930,000
Skill Tome: “Dexterity Plus” RW	3,050,000
Friendship Potion	3,190,000
Skill Tome: “Agility Blast” LE	3,260,000
Friendship Potion	3,330,000
Skill Tome: “Strength Booster” GS	3,470,000
Catnip	3,610,000
Friendship Potion	3,750,000
Skill Tome: “Arte Amplify” MZ	3,910,000
Friendship Potion	3,990,000
Skill Tome: “Mind Gymnastics” ML	4,070,000
Catnip	4,230,000
Friendship Potion	4,390,000
Skill Tome: “Guardmaster” LU	4,550,000
Friendship Potion	4,640,000
Kitty Toy	4,730,000
Outfit: No Jacket (Rowen)	4,910,000
Skill Tome: “Absolute Defense” JD	5,090,000
Friendship Potion	5,270,000
Kitty Toy	5,450,000
Skill Tome: “Vitality Boost” AL	5,650,000
Friendship Potion	5,750,000
Skill Tome: “Absolute Defense” EZ	5,850,000
Friendship Potion	6,050,000
Kitty Toy	6,250,000
Skill Tome: “Recall Me” RW	6,450,000
Skill Tome: “Ultra Resist” LU	6,670,000
Friendship Potion	6,890,000
Kitty Toy	7,110,000
Skill Tome: “Defense Wizard” LU	7,220,000
Friendship Potion	7,330,000
Skill Tome: “Absolute Defense” LE	7,570,000
Outfit: No Jacket (Elize)	7,810,000
Kitty Toy	7,930,000
Friendship Potion	8,050,000
Skill Tome: “Recall Me” GS	8,290,000
Friendship Potion	8,550,000
Kitty Toy	8,680,000
Skill Tome: “Absolute Defense” MZ	8,810,000
Friendship Potion	9,070,000
Skill Tome: “Recall Me” ML	9,330,000
Kitty Toy	9,460,000
Aglaea, the Trampler	9,590,000
Friendship Potion	9,850,000
Skill Tome: “Recall Me” AL	10,000,000
Friendship Potion	10,130,000
Royal Feast	10,410,000
Skill Tome: “Spirit Armor” ML	10,550,000
Friendship Potion	10,690,000
Outfit: No Jacket (Gaius)	10,970,000
Royal Feast	11,250,000
Skill Tome: “All Guard” LU	11,400,000
Friendship Potion	11,550,000
Skill Tome: “Spellcaster” MZ	11,850,000
Friendship Potion	12,150,000
Royal Feast	12,450,000
Skill Tome: “Perfect Guard” LU	12,600,000
Friendship Potion	12,750,000
Skill Tome: “Floating Magic” EZ	13,070,000
Royal Feast	13,390,000
Skill Tome: “Frozen Field” RW	13,730,000
Friendship Potion	14,070,000
Outfit: No Jacket (Muzét)	14,430,000
Friendship Potion	14,790,000
Royal Feast	14,980,000
Friendship Potion	15,170,000
Skill Tome: “Share the Wealth” LE	15,550,000
Friendship Potion	15,950,000
Royal Feast	16,150,000
Friendship Potion	16,350,000
Outfit: No Jacket (Jude)	16,770,000
Friendship Potion	17,190,000
Royal Feast	17,590,000
Friendship Potion	18,000,000
Outfit: No Jacket (Milla)	18,500,000

Game System

How Your Choices Affect the Game

Alvin's Story
Head to Spirius Corporation
Event List Updated

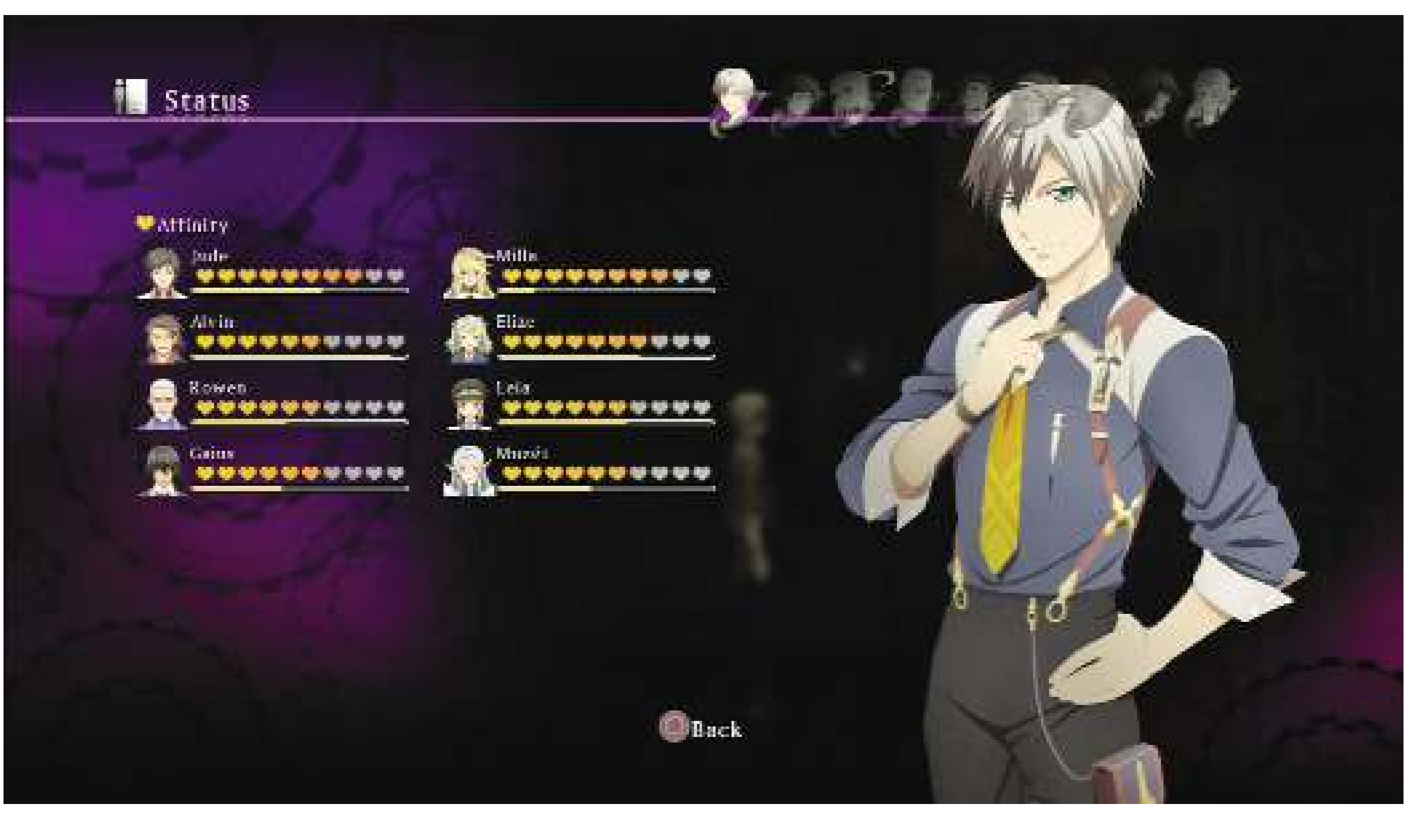
Player choice is a very big part of the game in every Main Chapter and Character Episode. You will be given the chance to decide on simple things like conversational comebacks, and what course of action you take can trigger a battle or change the flow of the story in a subtle way. One of the most important aspects of this choice is that they provide a chance to increase the affinity with other characters. Strictly follow the Walkthrough in this book so you don't miss anything!

Impact of Choices

- Your choices during dialogue scenes affect how events play out, the progression of the story, your affinity with party members, and the ending.
- The choices appear even if you skip the event scene cinematics.
- Some choices are timed. You'll always choose the left choice if you run out of time.
- When the icon of a character's face appears after you make a choice, that indicates you've gained affinity with that character because of your choice.
- When you replay the game with New Game+, a check mark will appear by the choices you made in your previous play through, so that you can make different ones if you like.
- You can also hear Ludger's voice reading the choices if you've unlocked that in the grade shop.

Game System

The Affinity System



As you play through the game, there are many ways to build a bond with each of the playable characters and several critical NPCs. The process of improving this bond is raising the affinity with a character. The most obvious way to increase affinity is through character dialogue choices. These are called out throughout the Walkthrough and listed for every Character Episode. Another more subtle way to increase affinity is by linking with characters during battle.

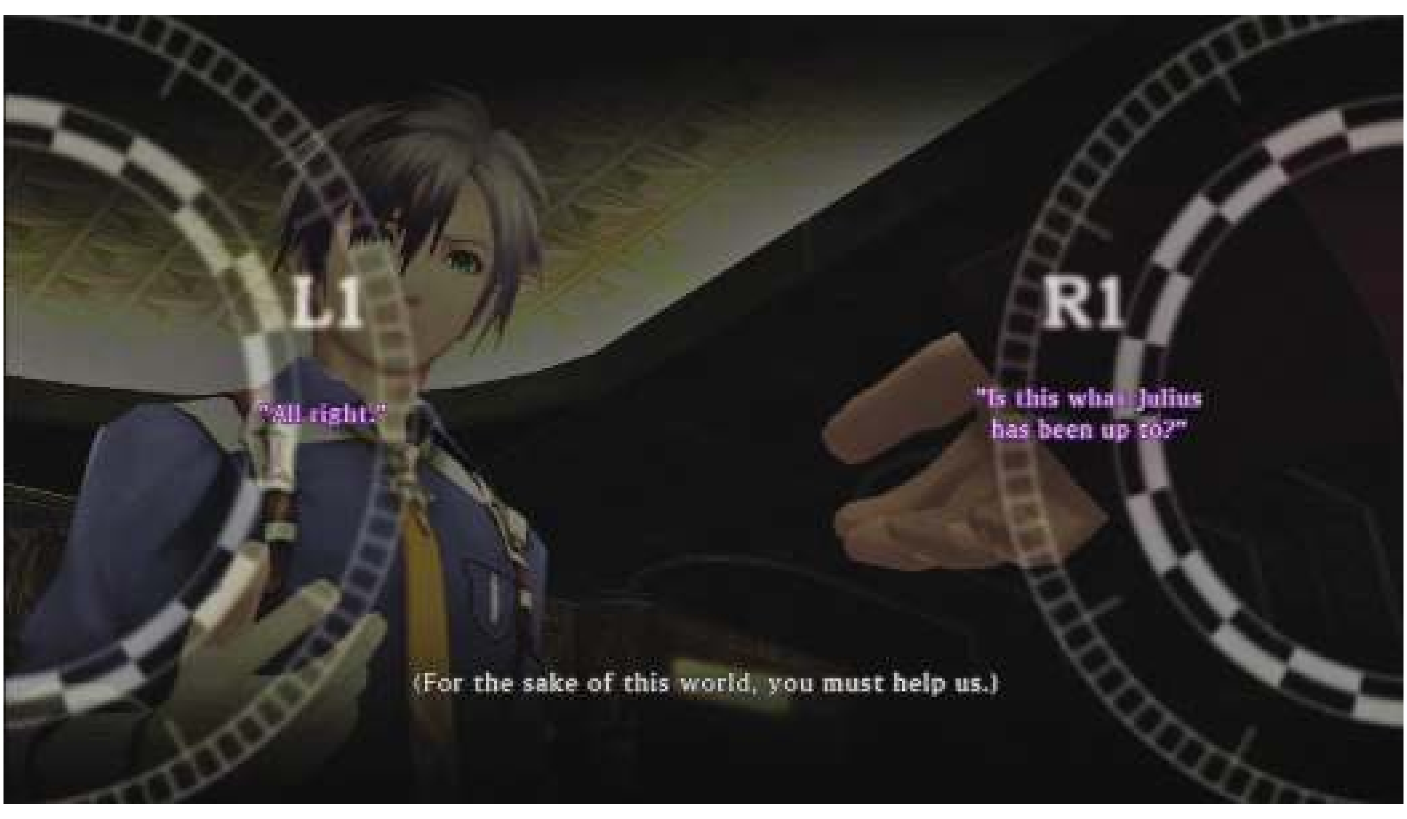
Way to Increase Affinity

Method	Affinity Boost
Character Episode Clear	250–750 points
Conversation Choices	0-1000 points
Win a Battle While Linked	10 points
Use a Unique Linked Arte	10
Use a Common Linked Arte	5
Use a Friendship Item	500

Affinity Max in Chapters/Episodes

Character	Main Story	Character Stories
Jude	3000	5200
Milla	4350	4150
Alvin	1800	5700
Elize	1900	5500
Rowen	1200	6300
Leia	2200	4900
Gaius	2550	4300
Muzét	1800	4300

Affinity with NPCs



"All right."

"Is this what Julius has been up to?"

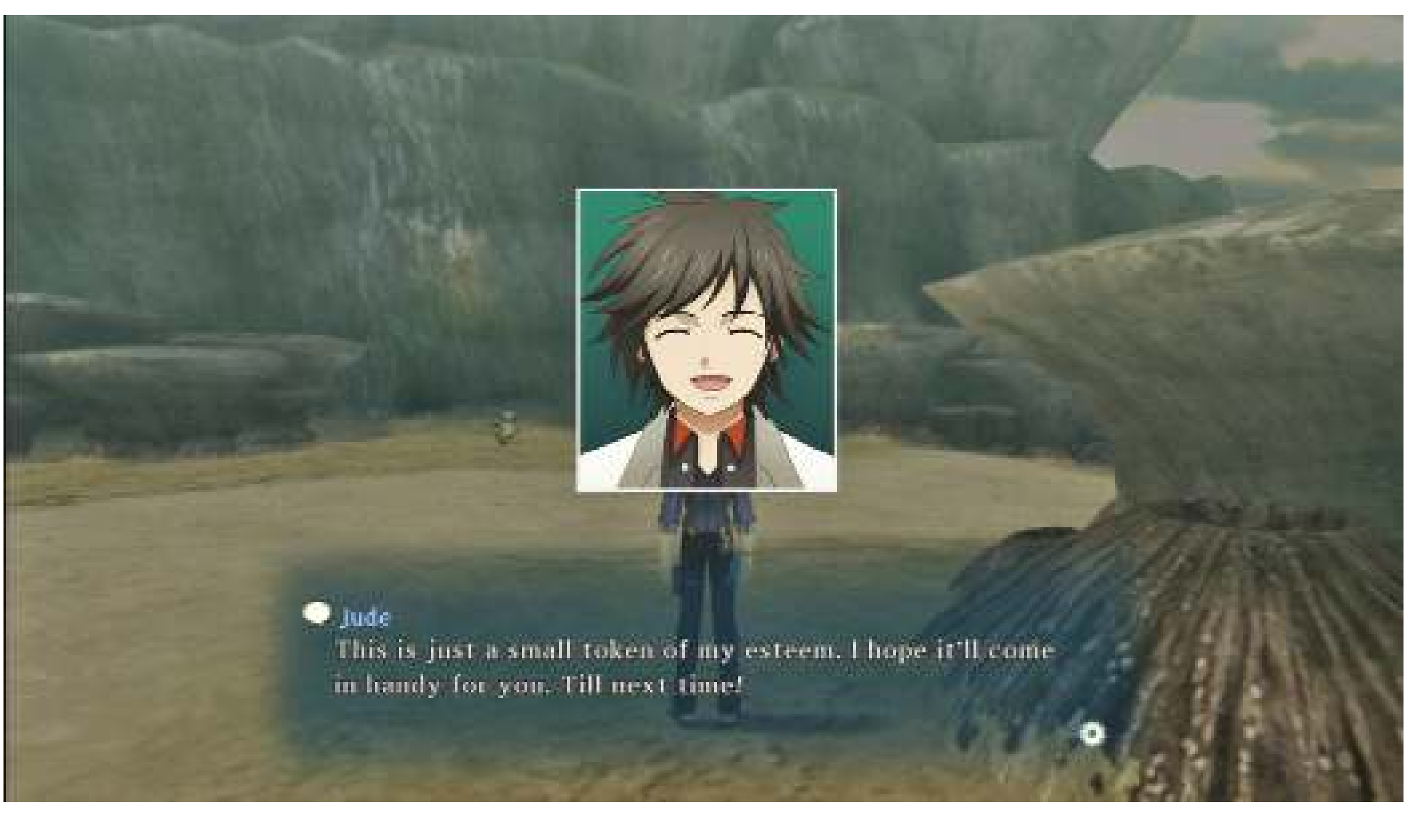
(For the sake of this world, you must help us.)

You also achieve affinity with Elle, Julius, and Bisley, and since they are not playable, you only earn it from conversation choices. At the end of Chapter 15, if you've build enough affinity with NPC characters Bisley, Julius, and Elle, you'll receive a unique weapon as a prize in Ludger's mailbox at his apartment. So when making Ludger's dialogue choices, you should generally choose the option that builds the most affinity with those three characters. However, getting the weapon from Elle requires so much affinity that it isn't technically possible to do it on your first pass through the game; you'll have to carry over your affinity into New Game+ and complete the game a second time to get it! Because of these, you should prioritize raising affinity with Bisley and Julius on your first pass through the game. Pay close attention to the dialogue choices and you can earn some awesome items.

Unique Affinity Items

Character	Max Affinity	Affinity to Get Weapon	Weapons
Elle	10000	8000	Pollux Twins
Julius	5500	4000	Spirius Surrender
Bisley	4650	4000	Spirius Model-4304

Affinity Rewards



Jude

This is just a small token of my esteem. I hope it'll come in handy for you. Till next time!

The other playable characters will speak to Ludger when their affinity goes up a level, but you aren't simply increasing the closeness just to be a nice guy. There are very valuable rewards at stake. Also, when you complete the game and challenge the Illusionary Darkness dungeon, you can only use characters that have at least eight hearts of affinity. There is also a special reward if you can max out a character's affinity.

Rewards from Raising Affinity

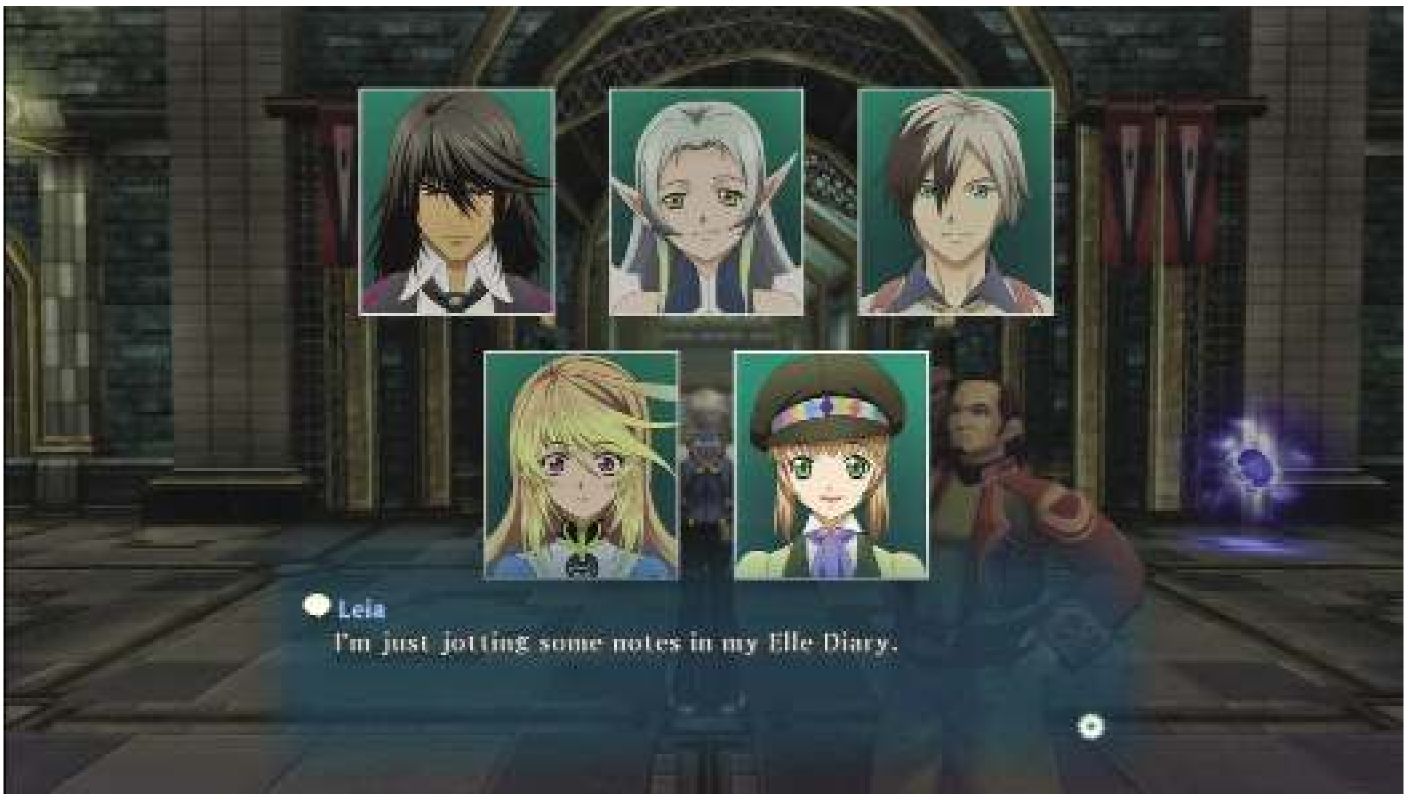
Heart Marks	Affinity	Rewards
1	1000	Get a skill item, new post-battle victory pose/line
2	2500	Triggers a short skit
3	4000	Get a skill item and title
4	6000	Triggers a short skit, chromatus gauge fills 5% faster when linked to that character
5	8000	Get an arte
6	10000	Get a title, triggers a short skit and a new post-battle victory pose/line
7	12500	Transformation time increases by five seconds when linked to that character
8	15000	Can enter the post-game hidden dungeon together
9	17500	Can use linked mystic arte
10	20000	Get title, triggers new post-battle victory pose/line, can see new event scene at the end of which you receive a new skill item

Max Affinity Events

The event you trigger for maxing out your affinity (10 heart marks) can be triggered during any Interval scene. Go to the character and talk to them; they'll have a green ! over their head. (If they have a Character Episode available, that will trigger first.) As a result of these events, your linked mystic arte may get a new name. These mystic arte name change events can be repeated. Other events involve Ludger getting new costumes. At the end of the event, you get the final skill item from that character.

Game System

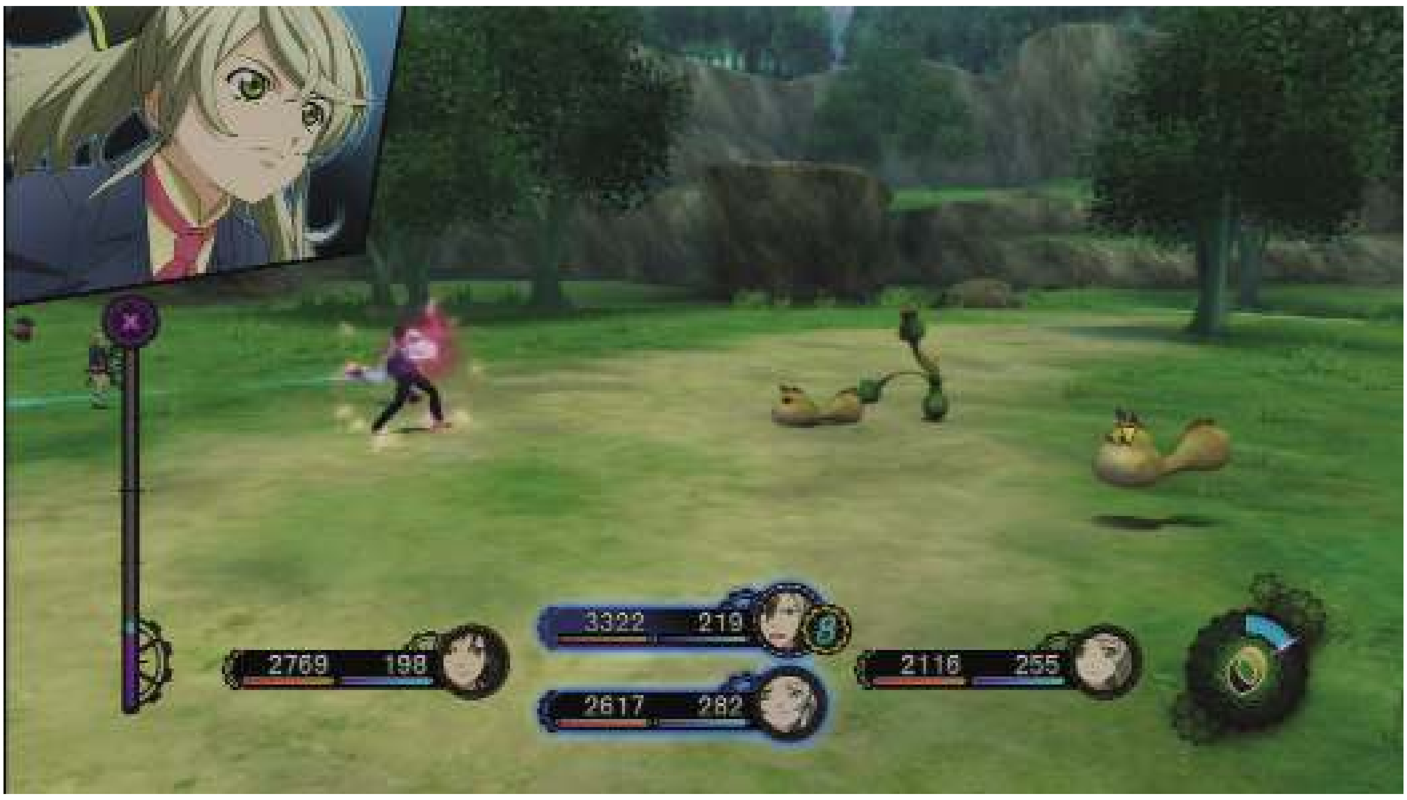
SkitsChat With Your Party Members



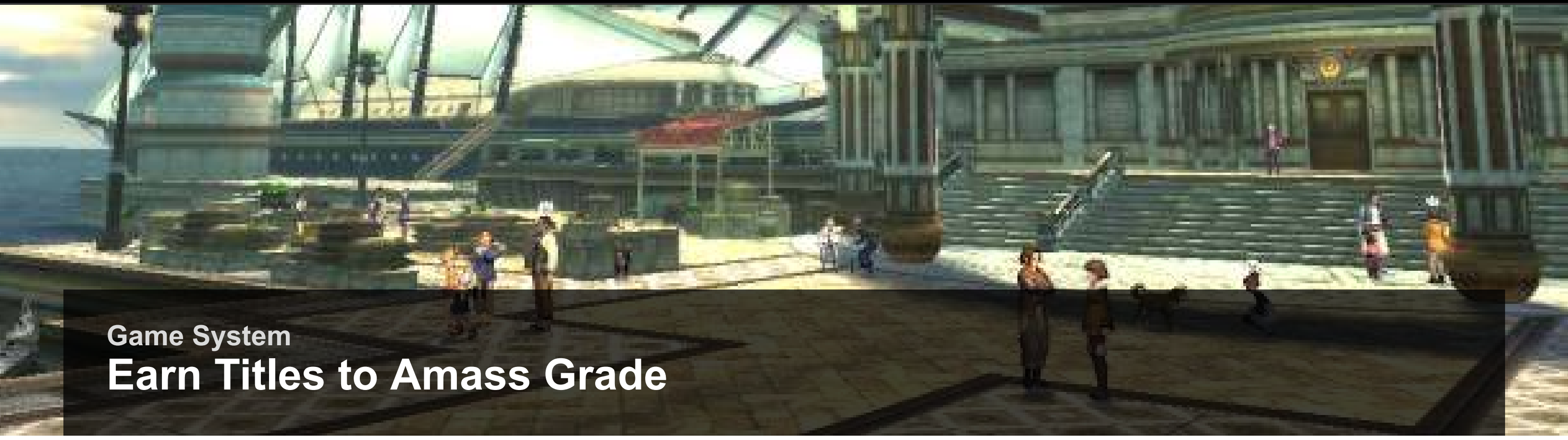
Leia
I'm just jotting some notes in my Elle Diary.

There are three types of skits. Long skits are divided into three types: Main (which concern the events of the Main Chapter), Character (which are related to the Character Episodes), and Etc. (which cover miscellaneous topics).

You can watch previously viewed skits in your Skits list, but you only get affinity the first time they are viewed. To watch the long skits, you must press the Select Button to trigger them when the prompt appears. Short skits occur automatically when certain conditions are met.

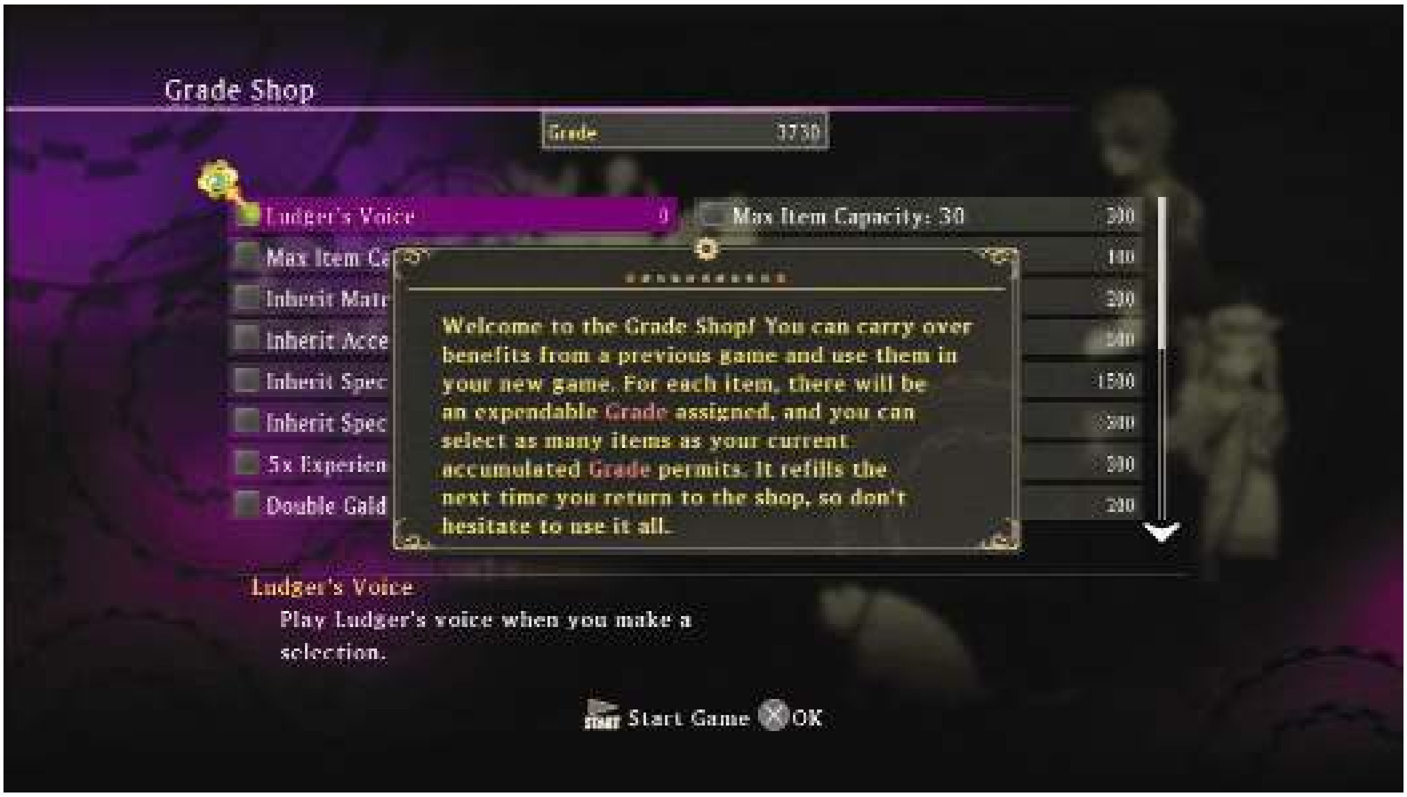


Battle skits occur automatically in combat when certain conditions are met. Some skits are time-limited and covered in the Walkthrough so make sure you don't miss them. Check the Data section for a list of skits and trigger events.



Game System

Earn Titles to Amass Grade



Grade Shop
Grade 3730
Ludger's Voice 0
Max Item Ca
Inherit Matr
Inherit Acce
Inherit Spec
Inherit Spec
5x Experien
Double Gald
Max Item Capacity: 30 200
140
200
200
1500
300
300
200
Start Game
OK

Welcome to the Grade Shop! You can carry over benefits from a previous game and use them in your new game. For each item, there will be an expendable Grade assigned, and you can select as many items as your current accumulated Grade permits. It refills the next time you return to the shop, so don't hesitate to use it all.

Ludger's Voice
Play Ludger's voice when you make a selection.

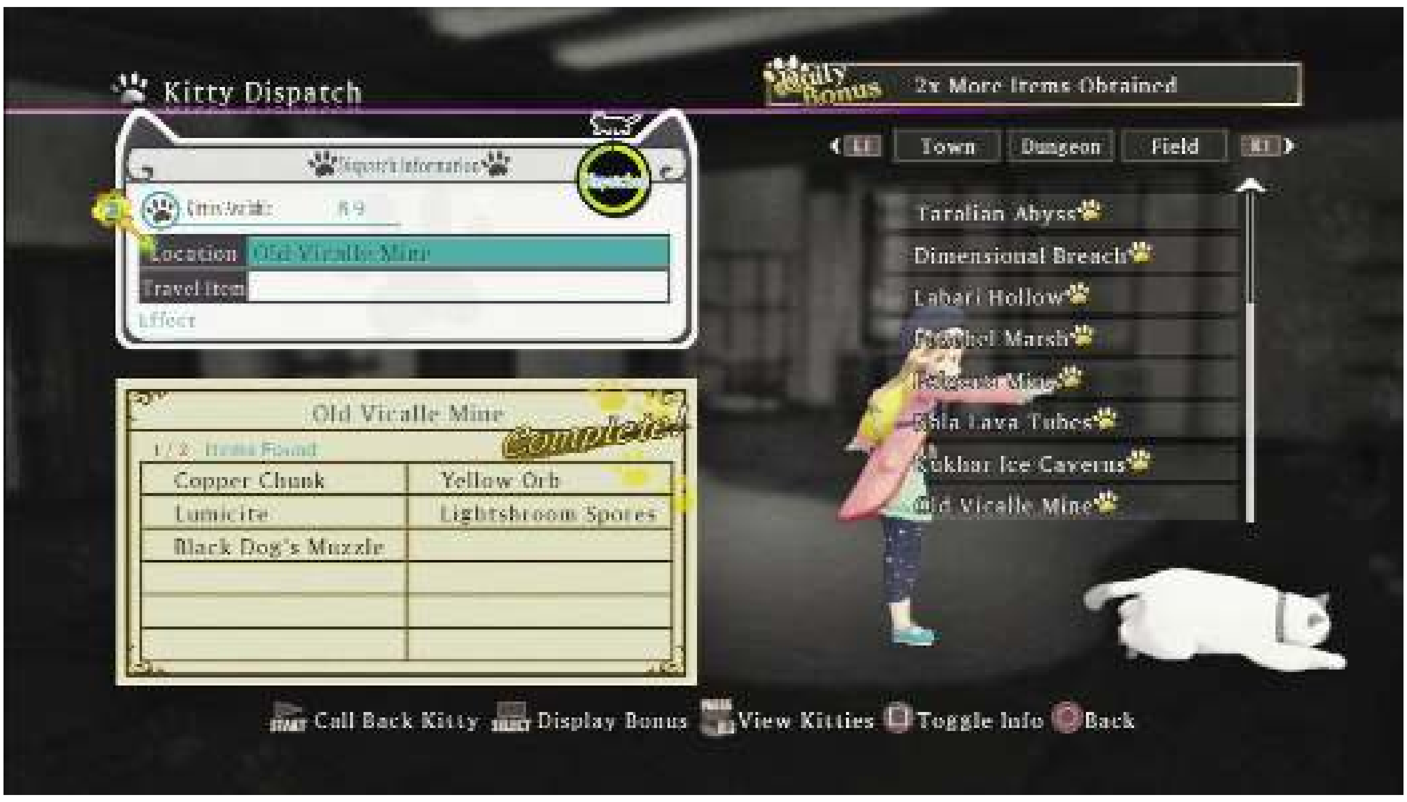
Things you do in the game earn you titles, and some titles correspond to trophies, so earning them will earn you the trophy at the same time. Each title has a grade value. When you beat the game and start a New Game+, you can spend your grade points to carry over important aspects of your first play through. A message appears in lower right of screen when you earn a title and a message also appears after battle when you're close to earning a title.

Three Types of Titles

Type	Description
System	Related to things like affinity and monsters and items registered in the records screen
Battle	Things like the number of artes used in combat
Battle Challenge	Related to the use of good technique in combat

Game System

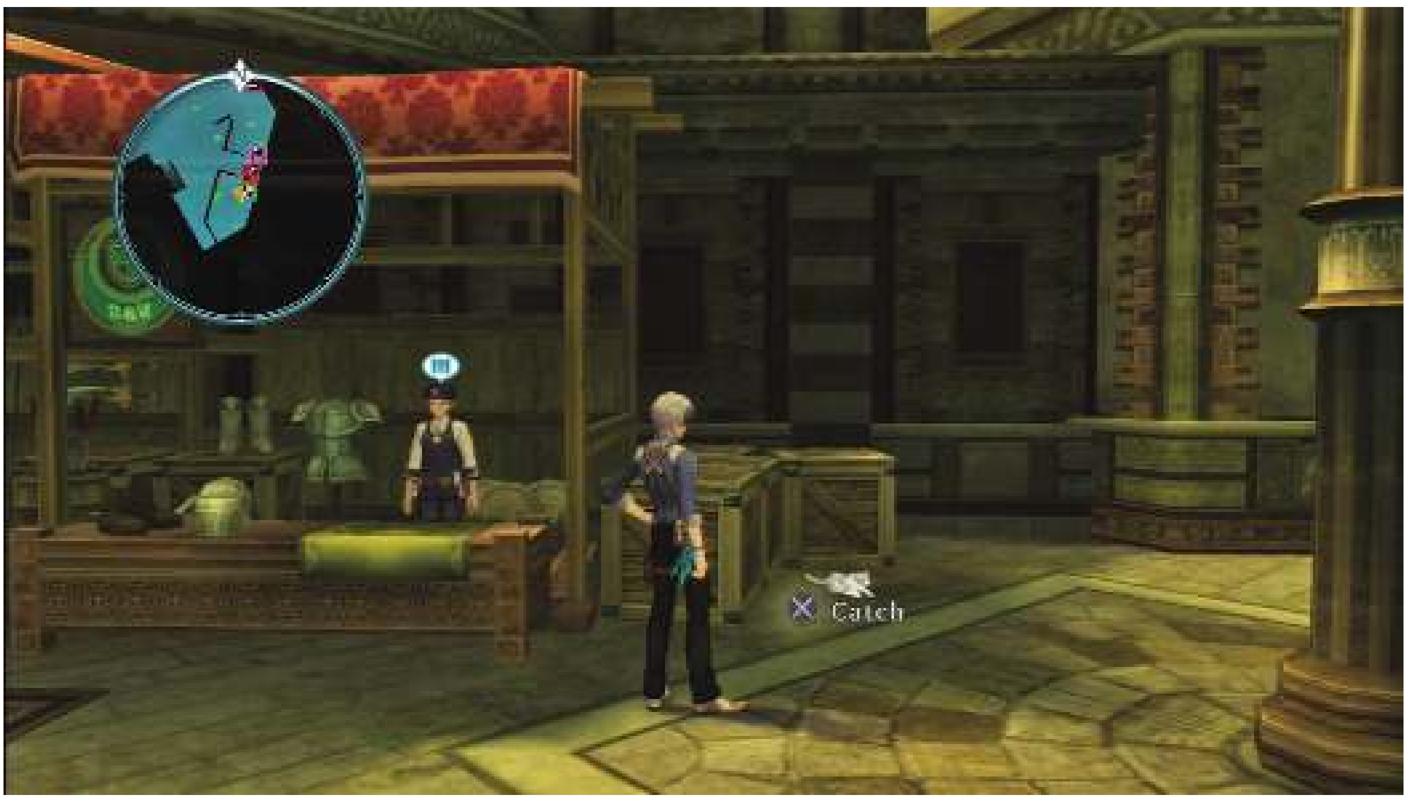
Kitty Dispatch


Kitty Dispatch
Kitty Bonus
2x More Items Obtained
Dispatch Information
Location
Old Vicalle Mine
Travel Item
Effect
L1
Town
Dungeon
Field
R1
Taralian Abyss
Dimensional Breach
Labari Hollow
Old Vicalle Mine
Old Vicalle Mine
Complete!
Copper Chunk
Yellow Orb
Lumicite
Lightshroom Spores
Black Dog's Muzzle
Call Back Kitty
Display Bonus
View Kitties
Toggle Info
Back

The Kitty Dispatch system, unlocked after Chapter 3, lets you send cats to a designated area to search for items and come back. As you find more cats, the odds of getting better items and the quantity of items both improve. Some items can only be acquired this way. See the Side Quest section for complete details on the location of all cats and the items the cats drag in.

- Dispatch is available at any time/location of the game.
- There are certain items that can only be obtained via the dispatch.
- The more cats you find, the greater the probability of gaining items.
- Upon catching all 100 cats, you will be granted a special reward item.

Catching Cats

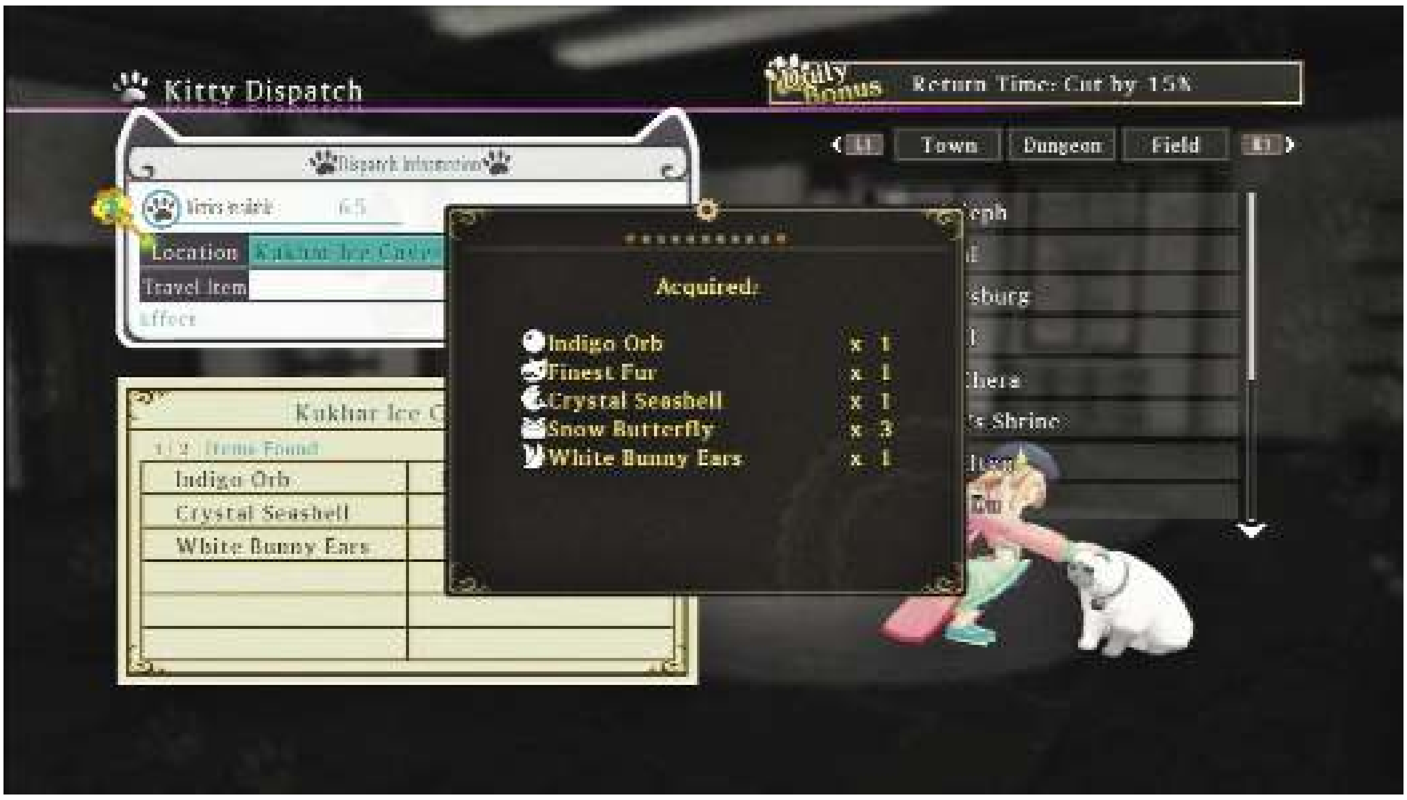


There are 100 cats you can find. They can be in towns, dungeons, and field areas. Additionally, 23 of the 100 cats can only be found by other cats; they'll bring them back from Kitty Dispatch. There are no cats in Fractured Dimensions or other areas you can't return to, so don't worry about missing any. If you want to visit your furry friends, they hang out in a room on 1F of Frères Apartments in Trigleph.

Game System

Having Cats Get Items

Many unique items and quest-specific items can only be acquired through the dispatch, therefore you should send out the cats as soon as they return. When you send out cats, you can send them with an item that increases the odds of finding rare items or hastens the speed with which they return. Also, there's a different bonus every day and you can set your game's date/clock to trick the system into getting the bonus you want. It's a pretty daunting task to find all the felines, but if you can catch them all, you can earn three special cat-related fashion items.



Return Time: Cut by 15%

Location: Kukhar Ice Cave

Acquired:

Indigo Orb	x 1
Finest Fur	x 1
Crystal Seashell	x 1
Snow Butterfly	x 3
White Bunny Ears	x 1

Kukhar Ice C

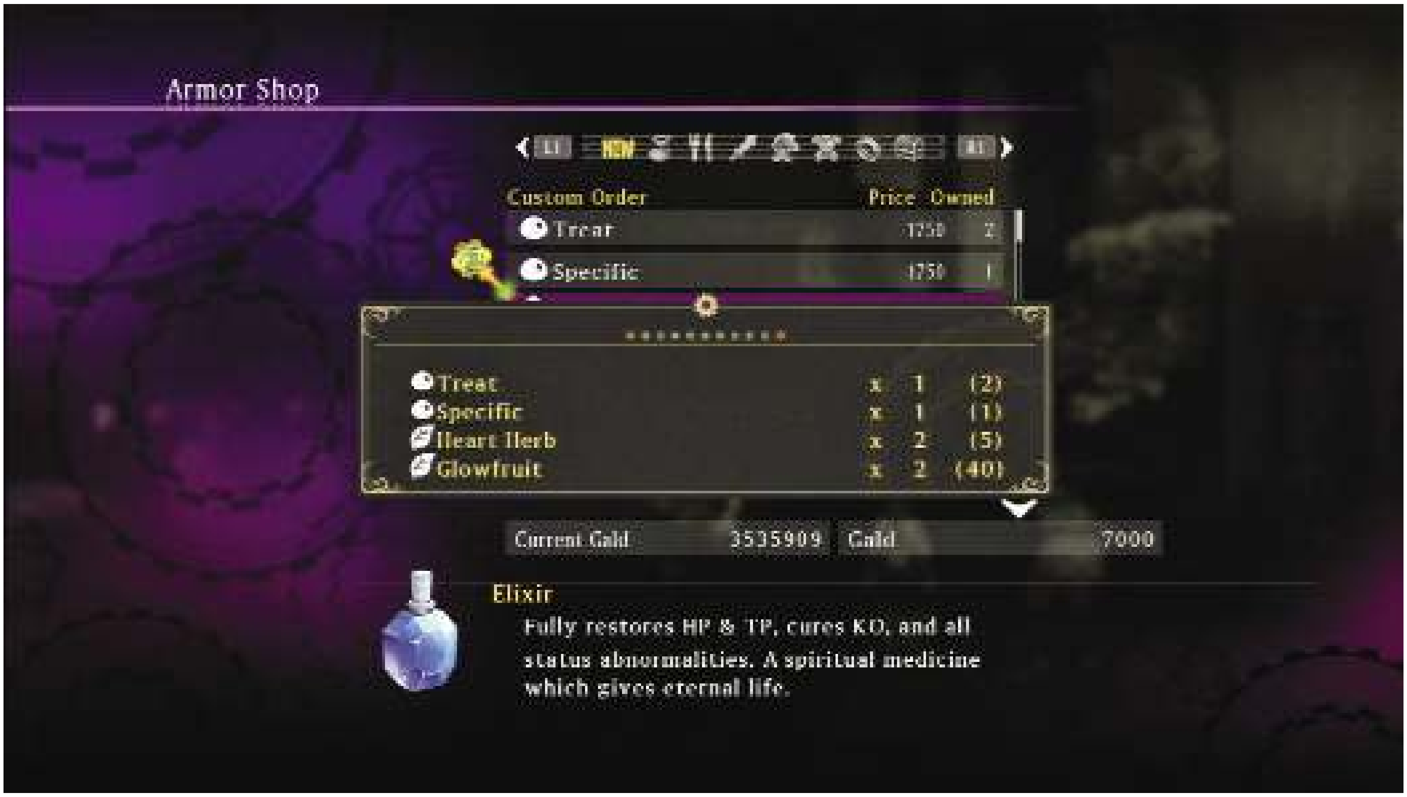
Indigo Orb
Crystal Seashell
White Bunny Ears

Using the Kitty Dispatch

- Once you've caught a cat somewhere, you can send cats to that location to look for items.
- There are 55 possible locations, and each has different items to collect.
- There is a dispatched timer that shows you when the cats will return with the collected items.
- You can call them back sooner, but you won't get any items.
- You can send them out in Fractured Dimensions, but they'll actually search the normal world.
- There are five or six items per area. Items that are not yet found are listed as ????.
- Once you've found all but one item in an area, the next time the cats might bring back an attachment or weapon, completing the area.
- Cats can bring back Material, Rare Items, new Cats, Attachments, and Weapons.

Game System

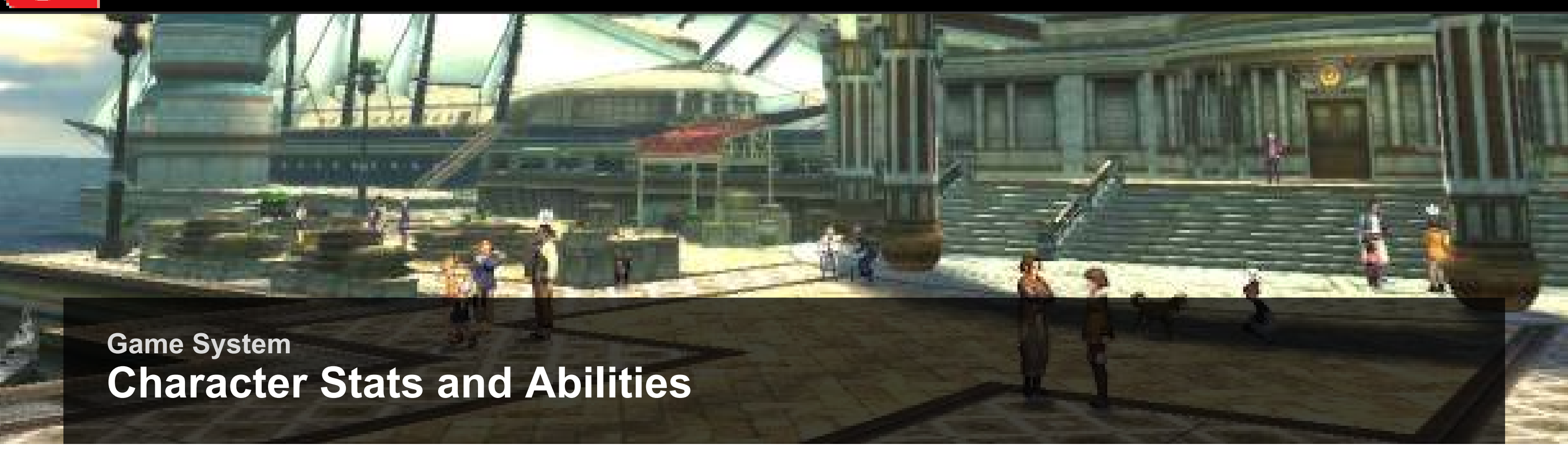
Custom Orders



Armor Shop
L1
NEW
R1
Custom Order
Price
Owned
Treat
1750
2
Specific
1750
1
Treat
x 1 (2)
Specific
x 1 (1)
Heart Herb
x 2 (5)
Glowfruit
x 2 (40)
Current Gald
3535909
Gald
7000
Elixir

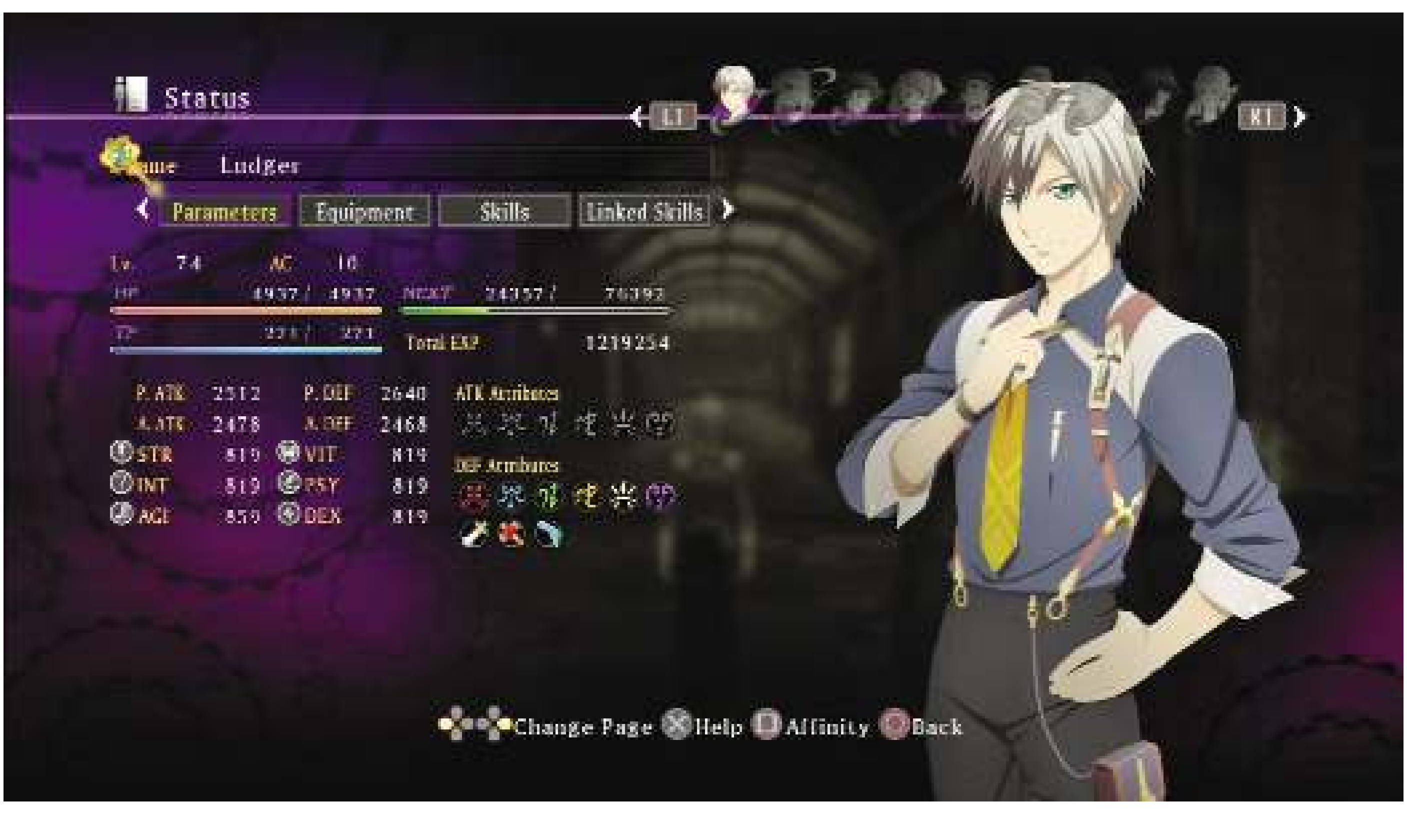
Fully restores HP & TP, cures KO, and all status abnormalities. A spiritual medicine which gives eternal life.

As the game progresses, new items will appear in the shops, but you can also use the Custom Order menu to make other precious items. Use this option to make your own powerful items at any shop as they all offer the same Custom Orders. Many of the items can only be obtained through this method. However, you can't simply buy these items. They must be created and typically require three or four ingredients (in addition to gald) to build these wares. Use the cats get the items you need, but make sure what each item requires before you make it so you don't use the last of a material. The appearance of new Custom Orders is typically in the Main Chapters, where they're added when you visit a certain shop in a certain town (it then becomes available everywhere else too).



Game System

Character Stats and Abilities



Stats define your characters and are critical to their role in battle. All of them receive a boost when you level up except AC and SP. Below is a list of all properties and their functionality.

Stat	Description
Lv	Character Level
HP	Hit Points (0 = KO)
TP	Technical Points for using artes
SP	Skill Points, needed for setting skills
Physical Attack	Affects damage dealt from normal attacks and magic artes. Based on: Strength + 20% of Vitality + 60% of Agility + Properties of Equipment + Effects of Skills
Physical Defense	Affects damage taken from physical attacks. Based on: Vitality + 20% of Strength + 60% of Agility + Properties of Equipment + Effects of Skills
Magical Attack	Affects damage dealt from magic artes. Based on: Intelligence + 20% of Psyche + 60% of Dexterity + Properties of Equipment + Effects of Skills
Magical Defense	Affects damage received from magic artes. Based on: Psyche + 20% of Intelligence + 60% of Dexterity + Properties of Equipment + Effects of Skills
Strength	Main part of Physical Attack, also boosts Physical Defense. Also, the higher it is, the easier it is to break enemy guards and Iron Stances.
Vitality	Main part of Physical Defense, also boosts Physical Attack. Also, the higher it is, the harder it will be for foes to break your guard.
Intelligence	Main part of Magical Attack, also boosts Magical Defense. Also, the higher it is, the easier it is to inflict ailments.
Psyche	Main part of Magical Defense, also boosts Magical Attack. Also, the higher it is, the more resistant you are to ailments.
Agility	Boosts Physical Attack and Defense significantly. Also, the higher it is, the faster your movement speed in combat and the less time it takes to run away.
Dexterity	Boosts Magical Attack and Magical Defense significantly. Also, the higher it is, the more likely you are to inflict critical hits and stuns.

Equipment Affects Your Stats

Falling Thunder
AC+1
AC+1
AC+1
6
14 POWER HITS!
1114
747
5017
270
4507
73
2821
101
4847
81
4

Each character has unique weapons, but can only use certain types of weapons, armor, and accessories. Many items have special properties, so make sure to check its abilities by pressing ■ and not simply refer to the total boost to attack or defense. There are also special weapons with variable stats. The traditional Devil's Arms are for everyone, and they grow in power as they're used to kill enemies; however, you take 30% more damage when equipping them. In addition to these, there are also other weapons that only Ludger can use. These gain in power based on how many times Ludger has used Linked Artes and spent time linked to other characters.

Attachments and Appearance Items

These are purely aesthetic and you can only use certain combinations of them. You can wear a total of three across both categories and some costumes change the battle music and add special dialogue.

Battle Using Special Abilities

Each character has a special ability they can use in combat, which is covered in the Characters section of the guide.

- Ludger: Weapon Swap
- Jude: Snap Pivot
- Milla: Spirit Shift
- Alvin: Charge
- Elize: Switch Teepo
- Rowen: Tuning
- Leia: Item Steal
- Gaius: Retribution
- Muzét: Emergency Warp

Use Skills to Boost Your Combat Prowess

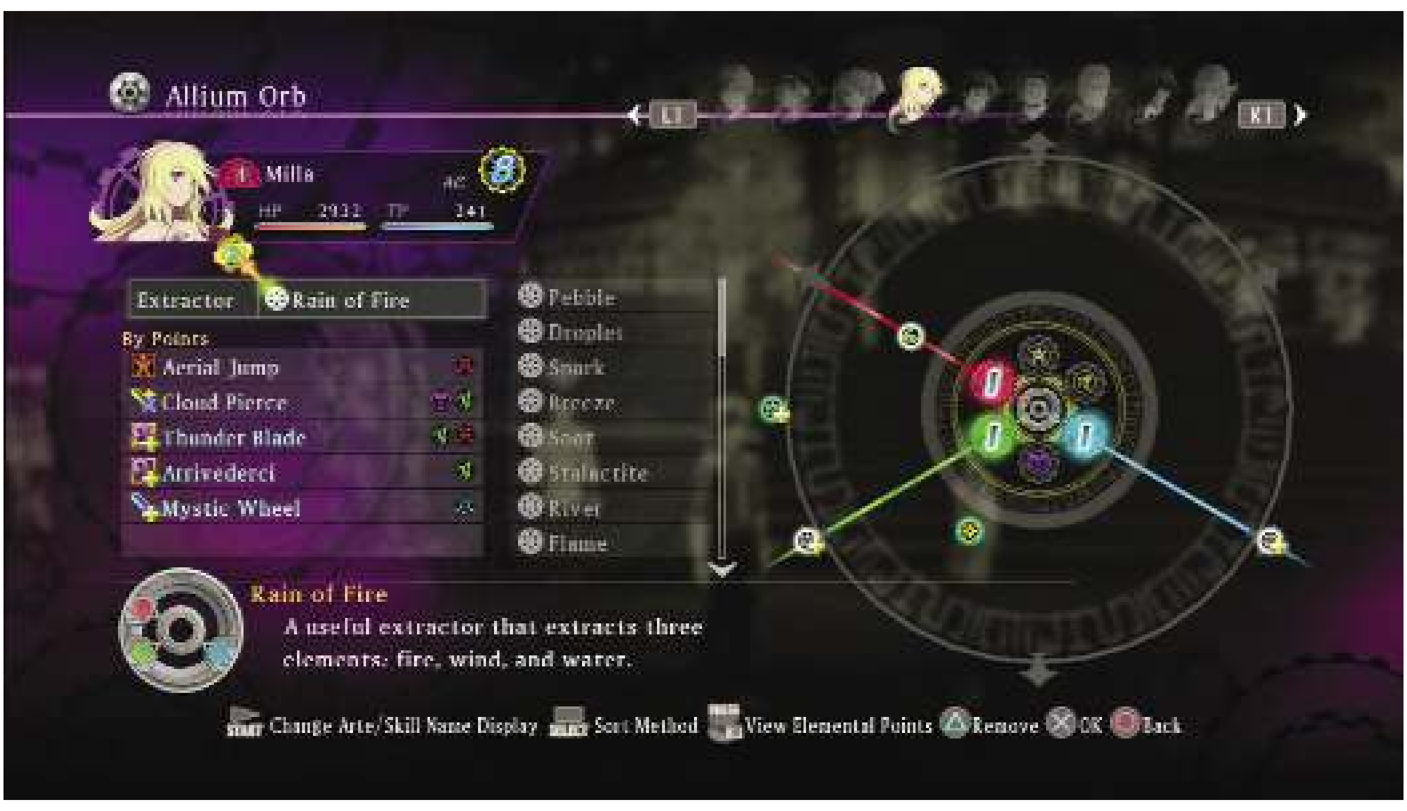
Skills are learned on the Allium Orb and from skill tomes. About 30% of each character's skills are exclusive, while the rest can be learned by anyone.

You can have the game auto-set them and specify whether you want them focused on Attack, Defense, or Balanced between the two.

Game System

Allium Orb

Learning with the Allium Orb


Allium Orb
L1
R1
Milla
AC
HP 2932 TP 241
Extractor
Rain of Fire
By Points
Aerial Jump
Cloud Pierce
Thunder Blade
Arrivederci
Mystic Wheel
Pebble
Droplet
Spark
Breeze
Soar
Stalactite
River
Flame
Change Arte/Skill Name Display
Sort Method
View Elemental Points
Remove
OK
Back

Rain of Fire

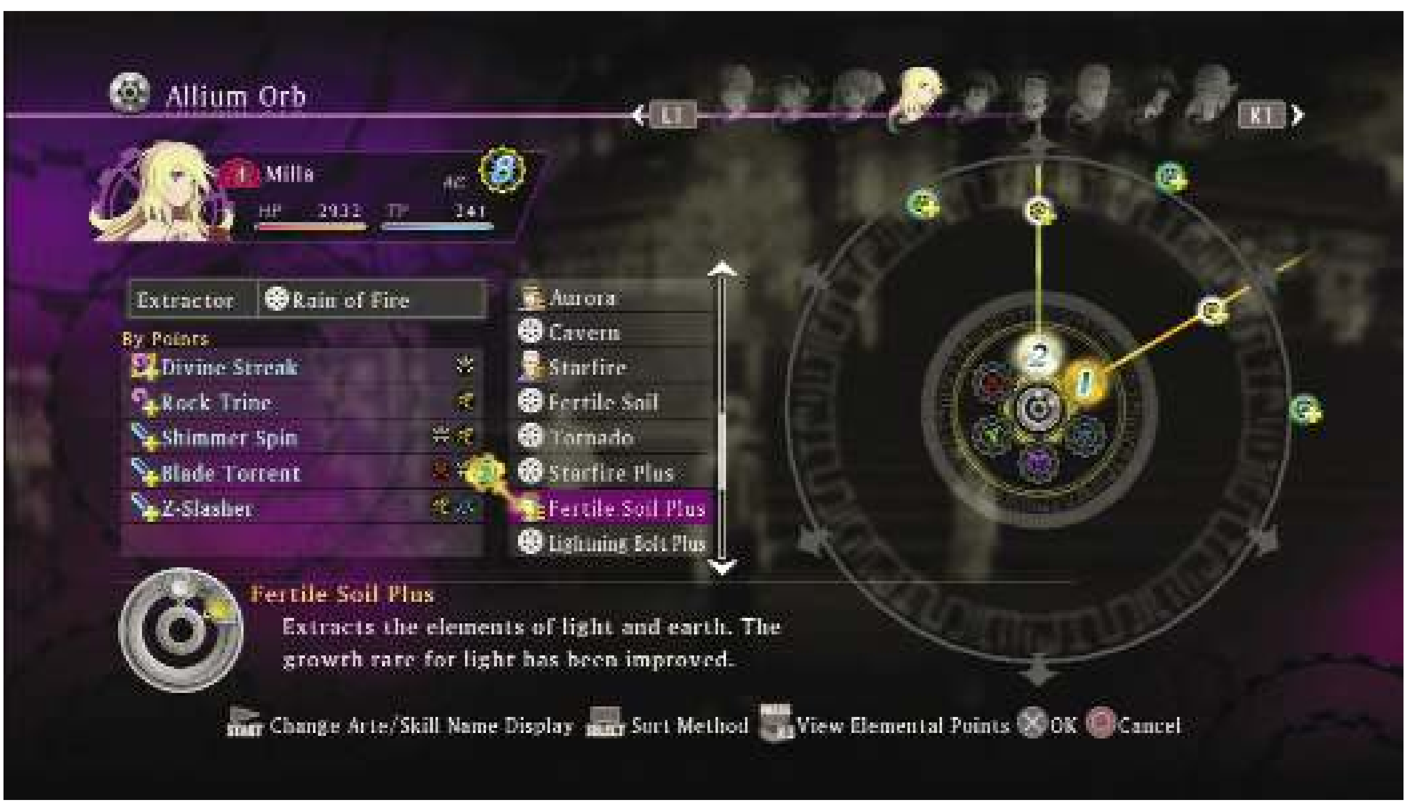
A useful extractor that extracts three elements: fire, wind, and water.

Characters assign points to the elements in their Allium Orb to learn skills and artes related to that element. Set items called extractors and use elemental ore earned in combat or found on the field. Each extractor corresponds to specific elements and some can extract more than one element at a time. You can mix and match extractors among characters; it won't affect the points already spent per character. Each element in the extractor has a multiplier from one to five, and you get the amount of elemental ore spent times that multiplier in points. Each element corresponds to a stat. For example, fire corresponds to Strength, and skills related to that stat will branch out from that part of the orb. Make sure to rotate your extractors frequently for balanced characters.

Skills Related to Each Element

Element	Type of Main Skill
Light	Skills related to Intelligence, Vitality, HP
Earth	Skills related to Dexterity or blocking
Water	Skills related to Stamina and HP/TP recovery
Dark	Skills related to Psyche and TP
Wind	Skills related to Agility, movement, jumping
Fire	Skills related to Strength and attacking

Strengthening Already Learned Artes


Allium Orb
L1
R1
Milla
AC
HP 2932 TP 241
Extractor
Rain of Fire
By Points
Divine Streak
Rock Trine
Shimmer Spin
Blade Torrent
Z-Slasher
Aurora
Cavern
Starfire
Fertile Soil
Tornado
Starfire Plus
Fertile Soil Plus
Lightning Bolt Plus
Change Arte/Skill Name Display
Sort Method
View Elemental Points
OK
Cancel

Fertile Soil Plus

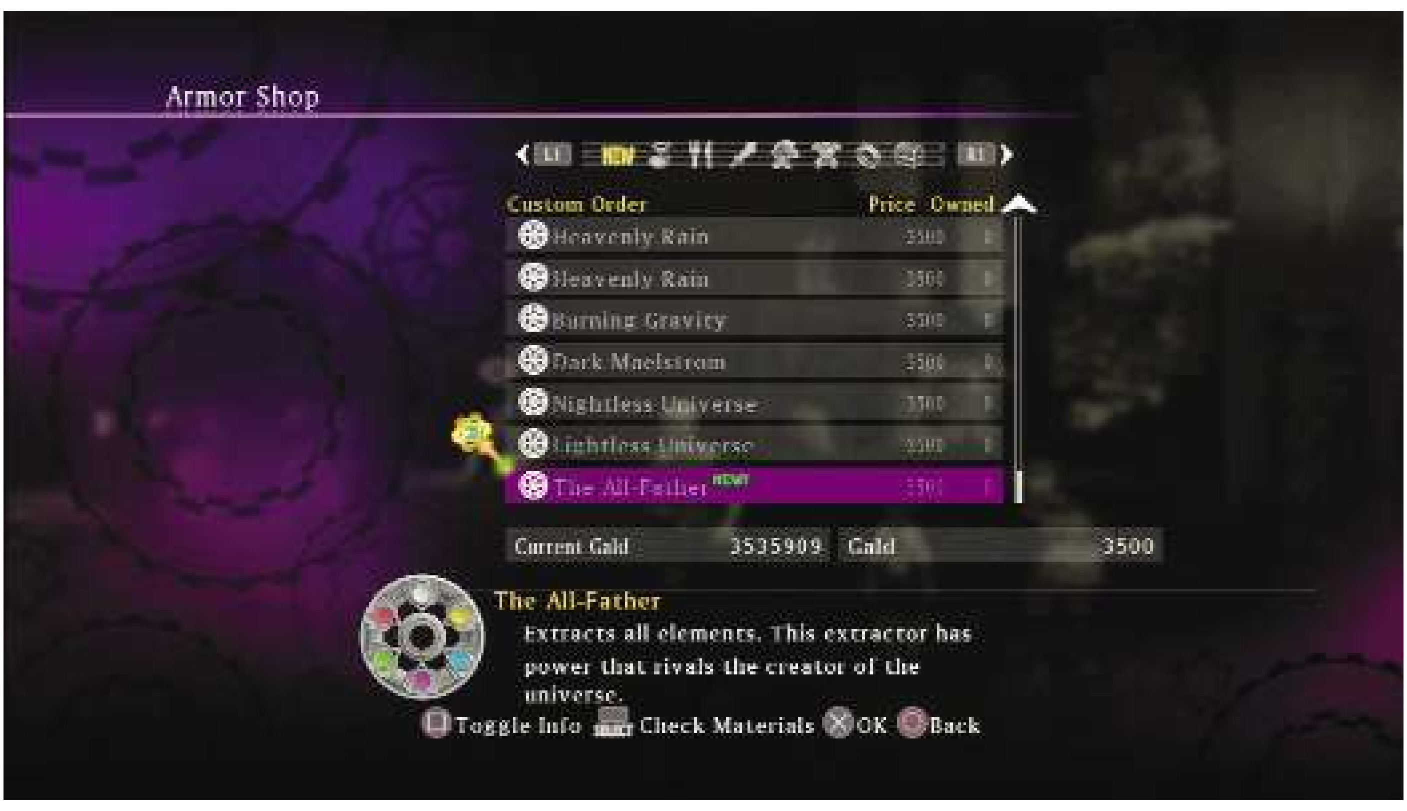
Extracts the elements of light and earth. The growth rate for light has been improved.

Whenever you learn an arte on the orb that you already know, its level will increase by 1, thus making it more effective by adding a new property, boosted damage, or reduced TP. An arte can be leveled up four times (it has no level if you've only learned it once, so the second time you learn it, it becomes level 1). If you want to level up a certain arte, focus your extractor on the element from which you learned it. Artes with a plus mark by their name have been strengthened.

Note

You can't boost artes that were learned from other artes.

Acquiring New Extractors


Armor Shop
L1
NEW
R1
Toggle Info
Check Materials
OK
Back

Custom Order	Price	Owned
Heavenly Rain	3500	0
Heavenly Rain	3500	0
Burning Gravity	3500	0
Dark Maelstrom	3500	0
Nightless Universe	3500	0
Lightless Universe	3500	0
The All-Father NEW!	3500	0

Current Gald 3535909 Gald 3500

The All-Father

Extracts all elements. This extractor has power that rivals the creator of the universe.

Extractors can be acquired from defeating certain bosses, as quest rewards, in treasure chests, from poker, and as Custom Order items from shops. Extractors available later in the game affect more elements and have higher multipliers, so make sure to upgrade to make the most of your battle time. Custom Order extractors have old extractors as ingredients, but are always strictly superior and a worthy upgrade!

Game System

Combat Basics

Battle Difficulty Greatly Changes Difficulty

The System Options menu lets you change the Battle Difficulty. Battle Difficulty affects enemy stats, the speed at which your item gauge refills, and more.

Change Due to BATTLE DIFFICULTY

Stats		BATTLE DIFFICULTY				
		Easy	Normal	MODERATE	Hard	Unknown
Enemy Stats *1	HP	0.7x (0.8x)	1.0x	1.5x (1.2x)	2.0x (1.5x)	3.0x (2.0x)
	Other Stats **	0.7x (0.7x)	1.0x	1.5x (1.2x)	2.0x (1.5x)	3.0x (2.0x)
	AC	+0(-1)	+0	+0	+1	+2
Weakness-Exploiting Damage Bonuses	When you hit a new element	+7%	+10%	+15%	+25%	+40%
	Bonus for hitting all 9 elements	+35%	+50%	+75%	+125%	+200%
Time for Item Gauge to Refill		2 sec	4 sec	5 sec	6 sec	7 sec
Bonus Experience ***		0.5x	1.0x	1.5x	2.0x	4.0x

*: Multipliers in parentheses apply to bosses

**: The ten base stats

***: Modifiers applied to the bonus EXP in the battle result screen

Normal Battles vs. Boss Battles

GAME OVER
Retry Battle
Load Save Data
Load Quick Save Data
Return to Title Screen

Normal battles are triggered when you run into a foe. Boss battles occur as parts of events. If you fail a boss battle, you can retry instead of returning to the last save point. The retry battle option starts you at the menu screen so you can prepare for the battle, and returns all items you used in the battle. You can also retry against Elite Monsters.

Starting Battles Indicators

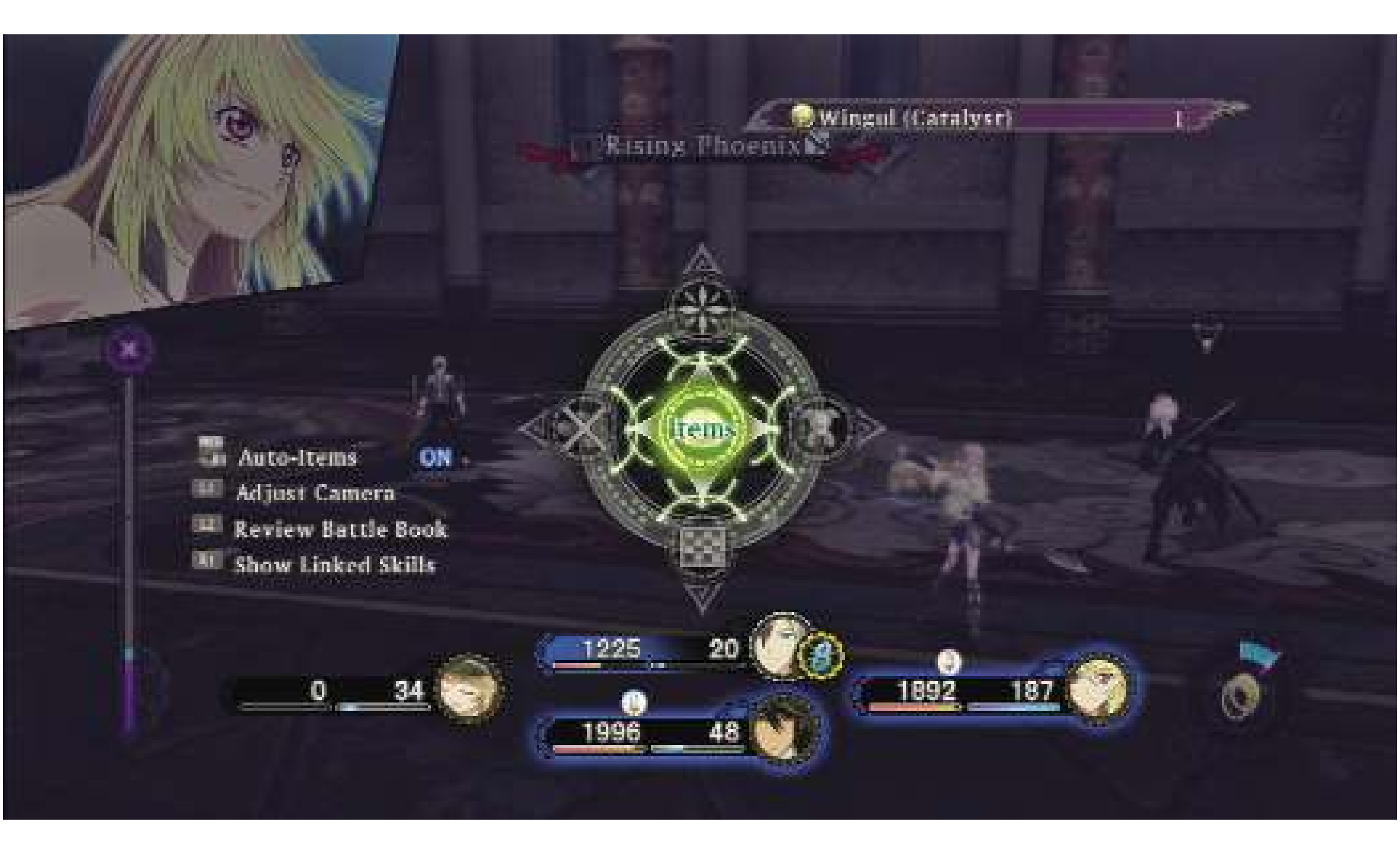
BACK-ATTACK!

You can gain an advantage by sneaking up on foes and attacking from behind. This will trigger an Advantageous Encounter and is a big boost in battle. Likewise enemies can attack you from behind to achieve a Back-Attack Encounter where you are surrounded by foes.

When a ! appears over a foe's head, he has noticed you and will chase you for a certain distance. Some enemies (15%) are randomly angry and will be able to notice you from twice as far away. The color of the bars that appear before the battle indicate the type of encounter.

- Back-Attack Encounter (red): An enemy attacks you from behind or while you're running. You begin surrounded by foes.
- Advantageous Encounter (blue): You start the battle by touching an enemy from behind (this won't work while you're running). You begin behind the enemy's back and the enemies take damage equal to 20% of their max HP.
- Advantage-Plus Encounter (light blue): You attack from behind AND the enemy hasn't noticed you. At the start of the fight the enemies take damage equal to half their max HP and are stunned.
- Encounter Link (purple): When you attack an enemy and other enemies are nearby, they'll attack as soon as the first battle is completed.

Using the Battle Menu



Press ▲ to open the menu. You can use it to set artes and equipment just like when you're outside of combat, but you can't change your extractor or set skills. You have the following options:

BATTLE MENU

Command		Description
	Items	Using an item in combat is a life saving move.
	Artes	Change a character's artes, control mode, or order an ally to use a certain arte.
	Equip	Change equipment, but not attachments and appearance items.
	Strategy	Change allies' tactics and Auto-Items settings. However, you can't change their formations during combat.
	Escape	Flee from combat

Confirm Linked Artes with Link Partner

Select the Artes menu and your character in the Battle menu to see all of the Linked Artes your character has with the currently linked partner.

Escaping from Battle

Select Escape from the Battle menu and the escape gauge will appear. The length of the gauge is based on the difference in Agility between you and your foes. When it fills you can escape from the battle. If you want to cancel, select Escape again.

Critical Hits

AC+1
1360 DAMAGES!
1360
4156 233
3121 238
4545 45
3799 199

Criticals deal 50% more damage than usual and replenish 1 AC. The odds of a successful critical hit are based on Dexterity. Attacking from behind makes them more likely (adding 4% to whatever percent odds you had of performing one).

Perform Combos for Big Damage

Time Disintegration
1934 DAMAGES
12 POWER HITS
1273 11
1485 52
958 107
1843 84

When you land an attack, your foe will generally be momentarily staggered, leaving them defenseless and giving you a chance to continue attacking and to perform a combo. You can generally continue your combo until you run out of AC, but you may be able to use a quick arte after finishing the combo that will open up an opportunity to continue it.

Combo Key Points

- You can't combo if your foe blocks, because your foe won't be staggered.
- If you hit your foe with an attack of a damage type it's resistant to, your target will immediately recover from being staggered, ending the combo.
- If you hit your foe with an attack of a damage type it's weak to, the combo will become a weakness-exploiting combo.
- If you use the same attack twice in a row, the second attack will do 20% less damage and have a 15% reduced stagger time, so make sure to vary your attack patterns.

Counting Combo Hits

Note that the combo counter records every hit that connects with an enemy, but as far as mechanics that require a certain combo count go, only the number of attacks matter. So each action that costs 1 AC counts as one piece of a combo, no matter how many hits it deals.

Knockdowns Get Progressively Harder

1029 DAMAGES!
743 4
386 2

Some attacks have a knockdown property that sends foes away and down, giving you an opportunity to recover AC and continue your combos. However, hits against knocked down foes only deal 20% of the usual amount of damage, and when the foe gets up, your combo is over. Also, each time you knock down a foe, it gets harder to knock them down again—although in time this will revert to the normal chance of knockdowns.

Foe's Iron Stance

60
43
246
1 251

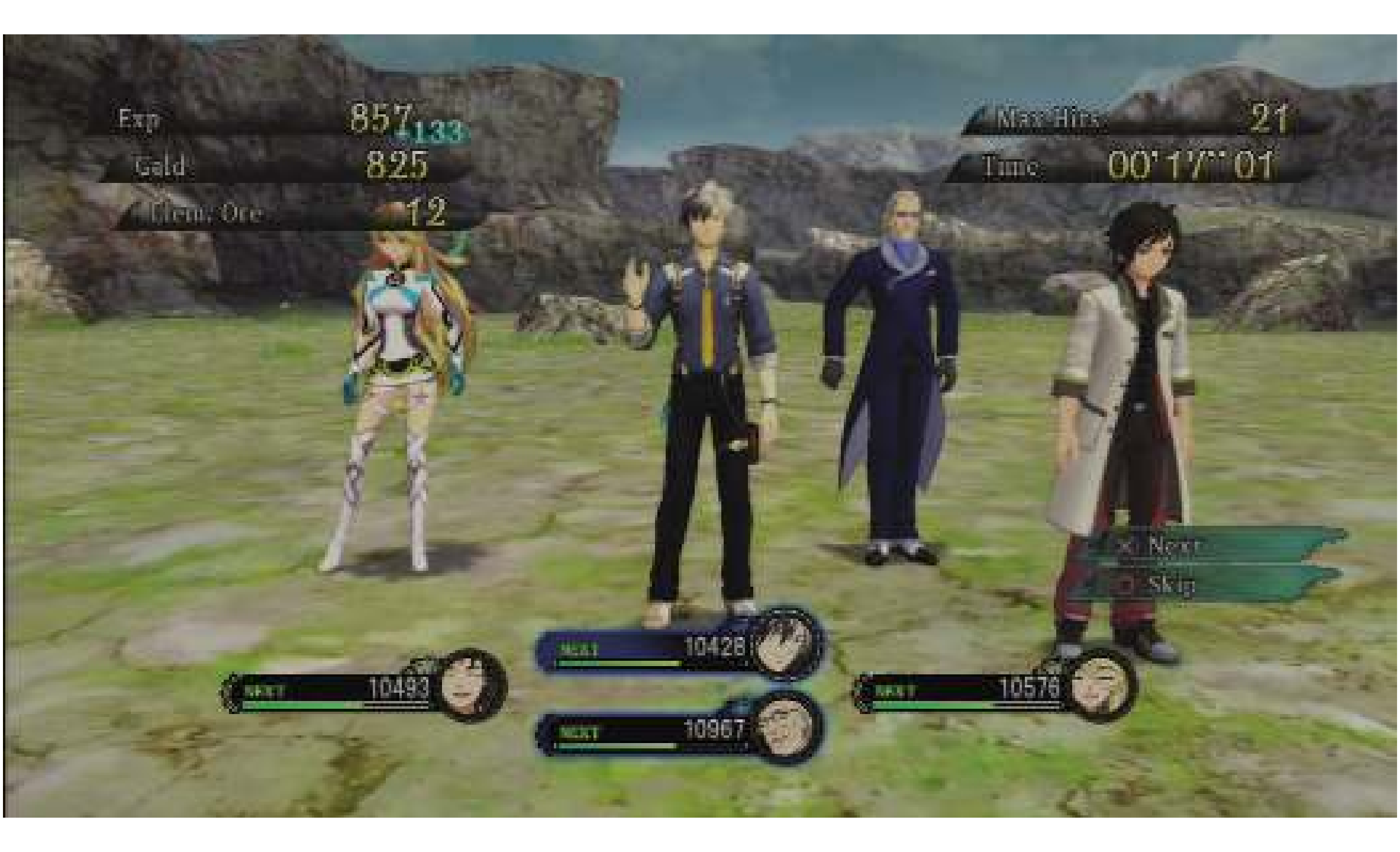
Foes with an Iron Stance don't get staggered when they're hit, leaving players with no choice but to punch through their guard with continuous attacks. When the guard is close to breaking, the shield-shaped hit spark will change from blue to red, letting you know to ready your big attack. (Your foe will be momentarily defenseless when his Iron Stance breaks.) Some foes can deliver counterattacks when you attack their Iron Stance; when you see a blue ! appear over their heads, cease attacking and block the impending counterattack. Some foes also have a special property where their Iron Stance level does not decline during Over Limit.

Breaking Through Iron Stances

101 DAMAGES!
101
246
1 251

Each enemy has a hidden Iron Stance stat that declines as it takes damage, and the Iron Stance breaks when it hits 0. However, some attacks have a special "break" property that makes them far more effective at shattering Iron Stances (although, if the attack is of a damage type that the foe is resistant to, the attack won't do anything at all). Whatever attack you're using, you can cut through Iron Stances 50% faster by attacking from behind. A broken Iron Stance leaves the target defenseless for one to three seconds, and then the Iron Stance returns, although at 50% of its previous level. It then heals back up with time if you cease attacking it. Normal guarding works the same way; if an enemy breaks your guard because you guarded too frequently or it used a break attack, you will be unable to guard for up to five seconds. After that, your guard strength will return at half its previous level, and then heal back up with time.

Combat Rewards



After winning a battle, a result screen will list your battle stats as well as the rewards. You can greatly increase these rewards by performing combos or using certain foods.

Victory Screen Results

Category	Description
EXP	A set amount based on the foes you defeated, modified by their levels
Gald	A set amount based on the foes you defeated
Elemental Ore	Automatically absorbed by your party members' Allium Orbs
Max Hits	You get an EXP bonus based on the highest combo you performed (in terms of hits, not actions)
Time	You get bonus EXP for ending battles quickly
Bonus	Additional bonus EXP
Items	Random enemy drops

How EXP Is Calculated

Experience is acquired after a combat victory and is denoted as basic and bonus amount. Characters that do not participate in battle also earn experience bonuses.

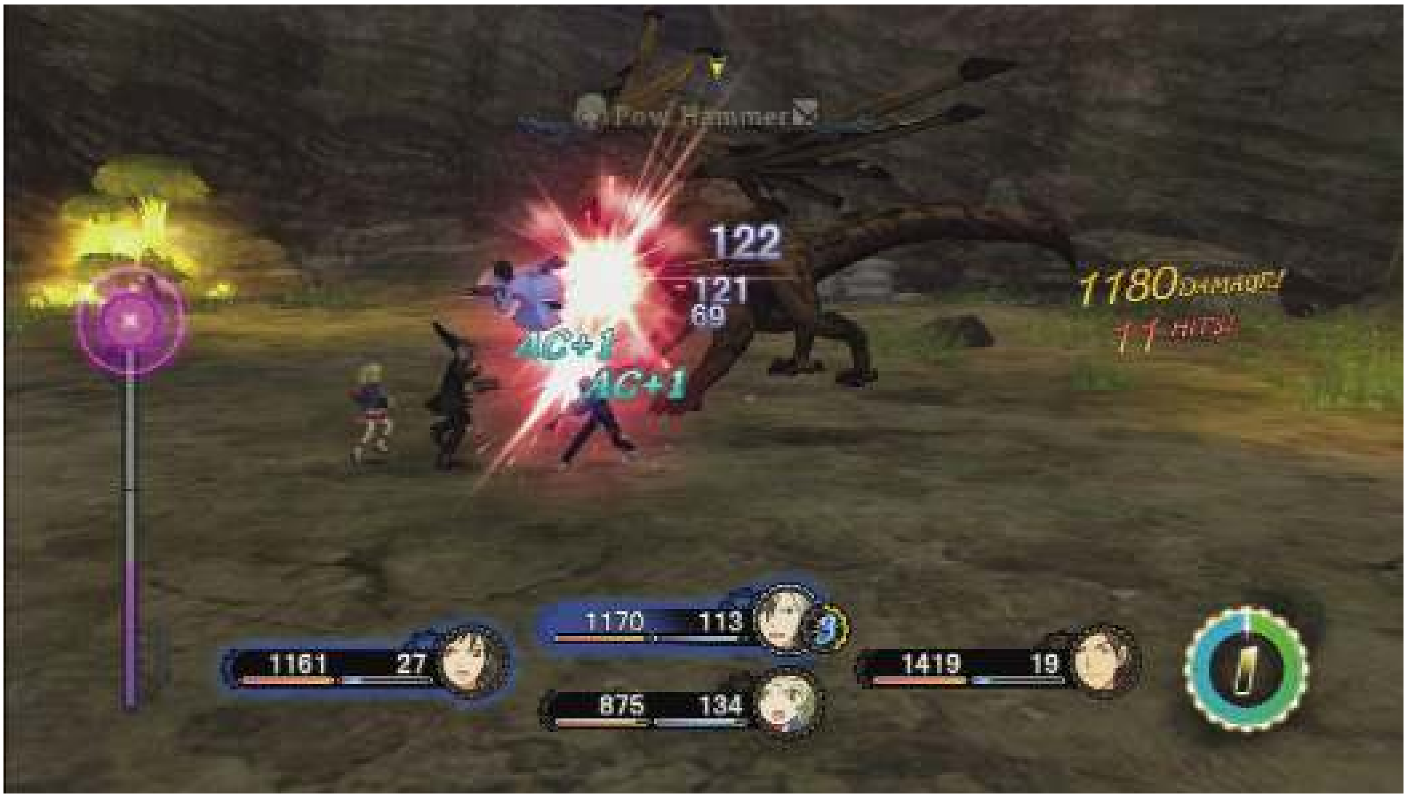
Bonus EXP

- The higher the level of your foe, the more base EXP it awards.
- The size of your party doesn't affect your rewards. Two party members will receive the same amount of EXP as four would have.
- You lose 10% of the base EXP for each level your average party level is higher than your foes (up to 80%).
- Party members who are KO'd at the end of the fight receive no EXP.
- You get Bonus EXP for additional battles in an Encounter Link.
- You get Bonus EXP for completing a battle without taking damage.
- You get additional EXP (or a penalty, for Easy mode) for playing on difficulty levels higher than normal.

Game System

Combat Actions

All Actions Require AC



Normal attacks, artes, and continuous quick-steps all require 1 AC. (Note that the first quick-step is free, but each subsequent one costs AC. Also Linked Artes do not consume AC.) AC immediately refills to its max when you stop taking any actions, and you can guard or free run while it regenerates. AC does not refill while in mid-air or you're being attacked. All characters begin with 3 AC. Weapons, skills, and accessories can all be used to increase max AC.

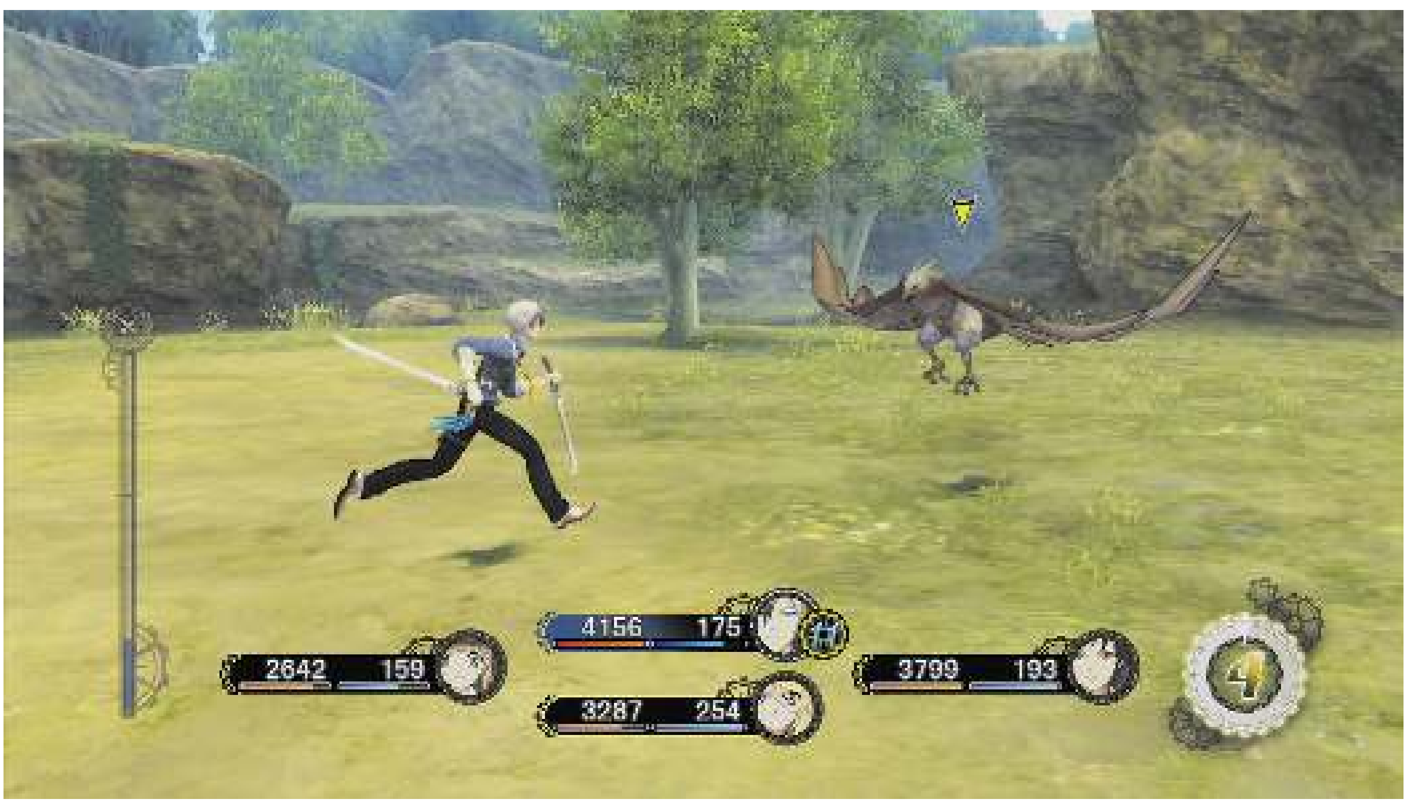
Using AC Bonuses

Fulfilling certain conditions in battle can temporarily increase your AC. Earning critical hits, the skill Momentary Gain, and the skill Power Charge can each increase your AC by 3 each. However, AC earned from bonuses does not replenish automatically like your standard AC.

Game System

Mobility Actions

Mastering the way to move around the battlefield is crucial to successful combat. There are four types of movement and it can even be affected by the weapon Ludger currently has active. Your base movement speed is 1 + Agility divided by 8000.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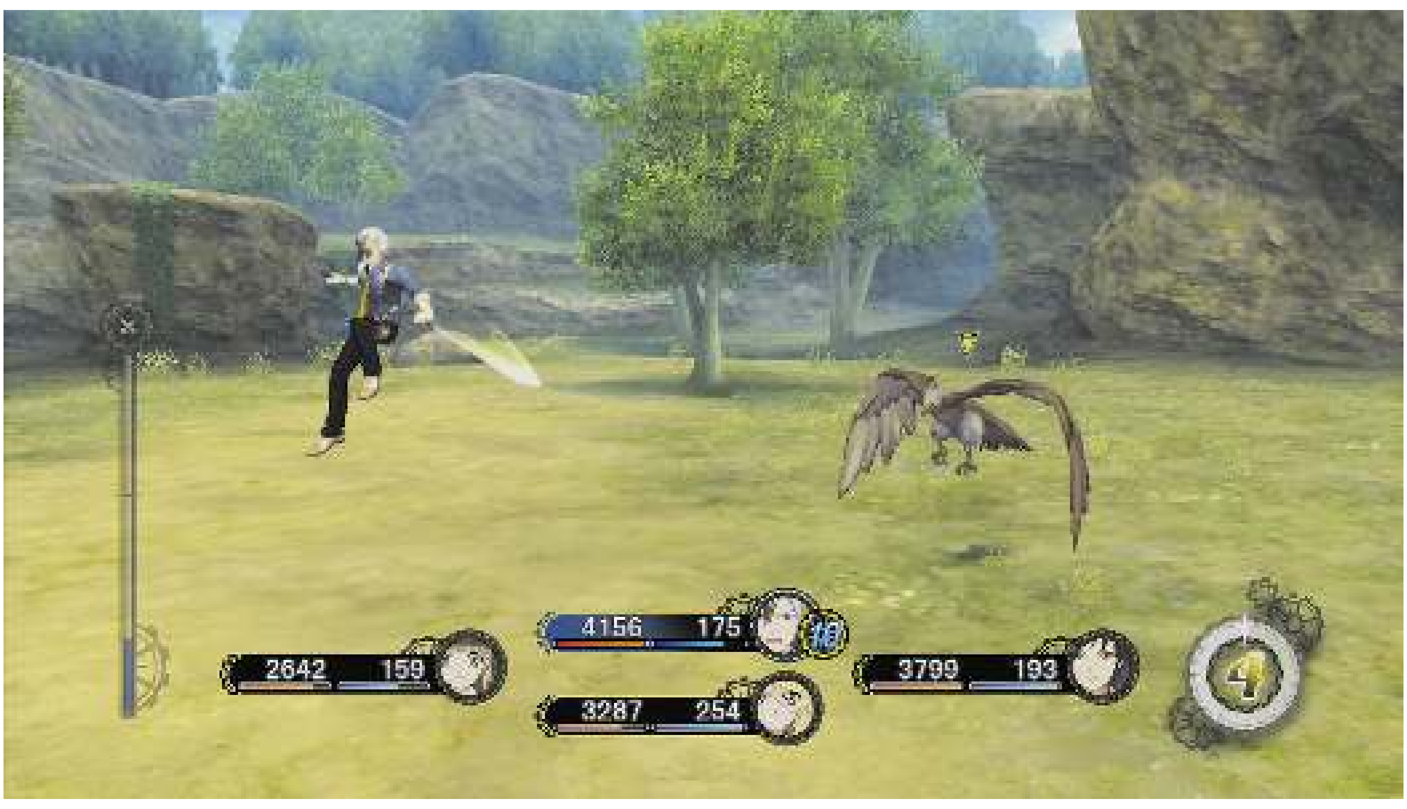
3287 254

For normal movement note that Ludger's movement speed varies by weapon: dual blades are fast, dual pistols are slow.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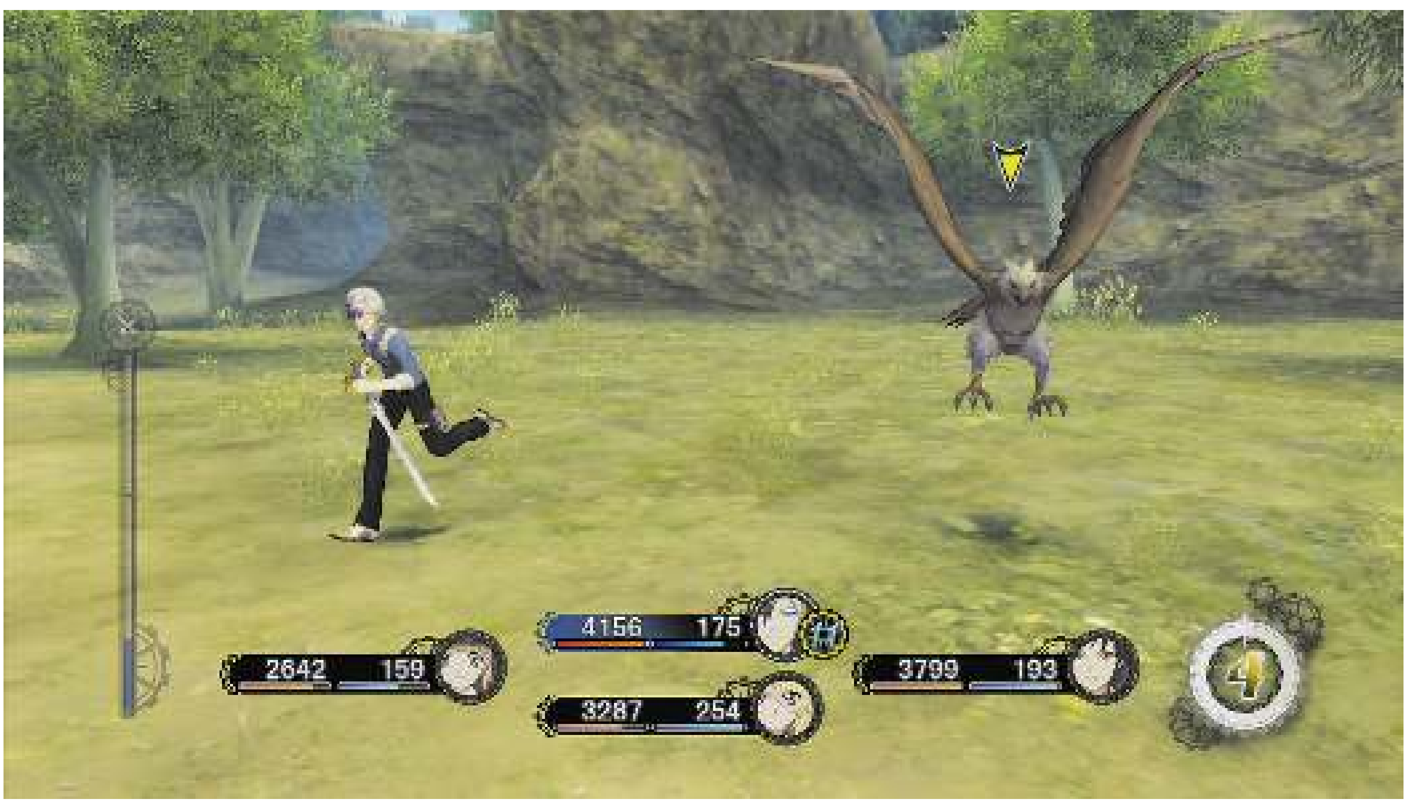
Press ⇧ to jump (you must press ■ as well in Semi-Auto).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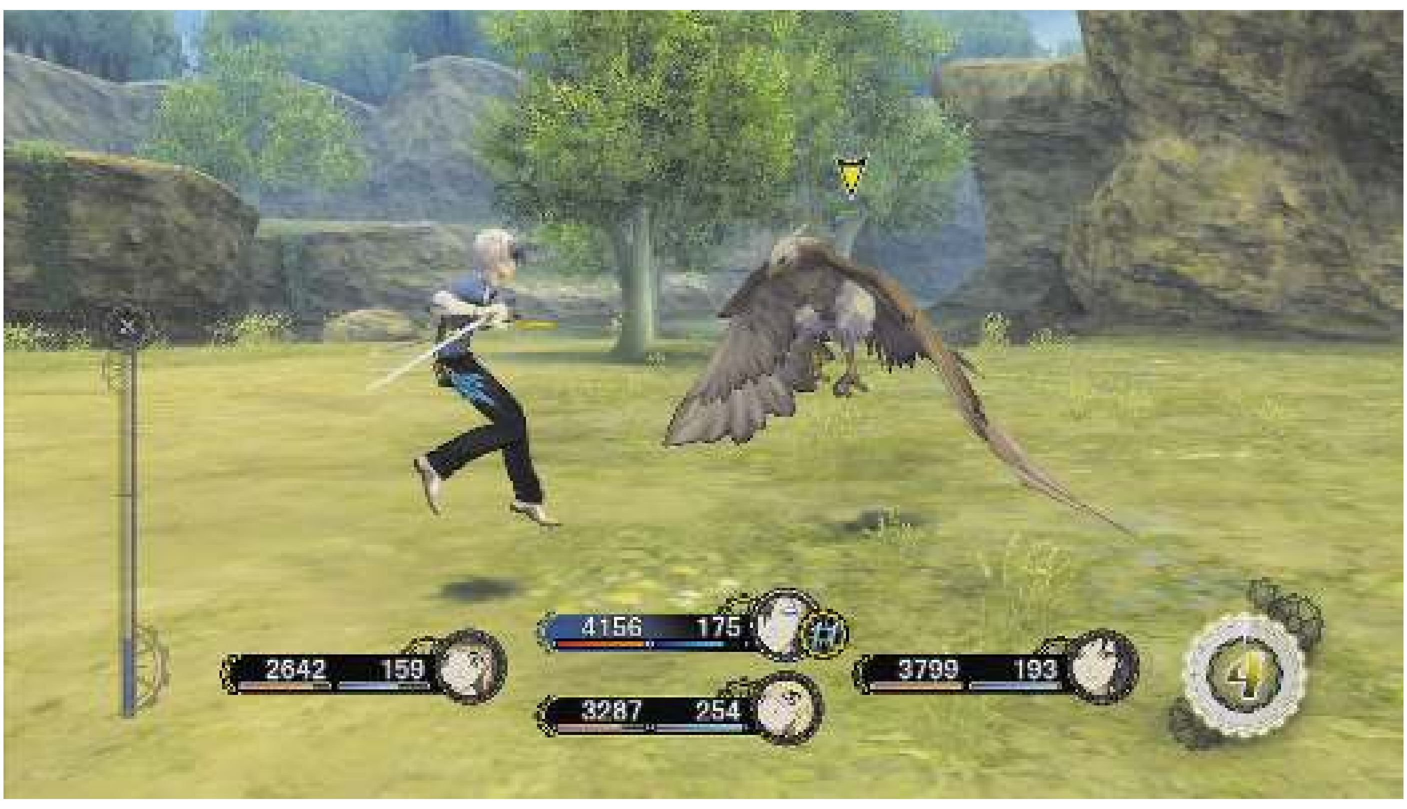
Free run by holding L2 while moving. Note you receive 1.2x the usual damage during a free run.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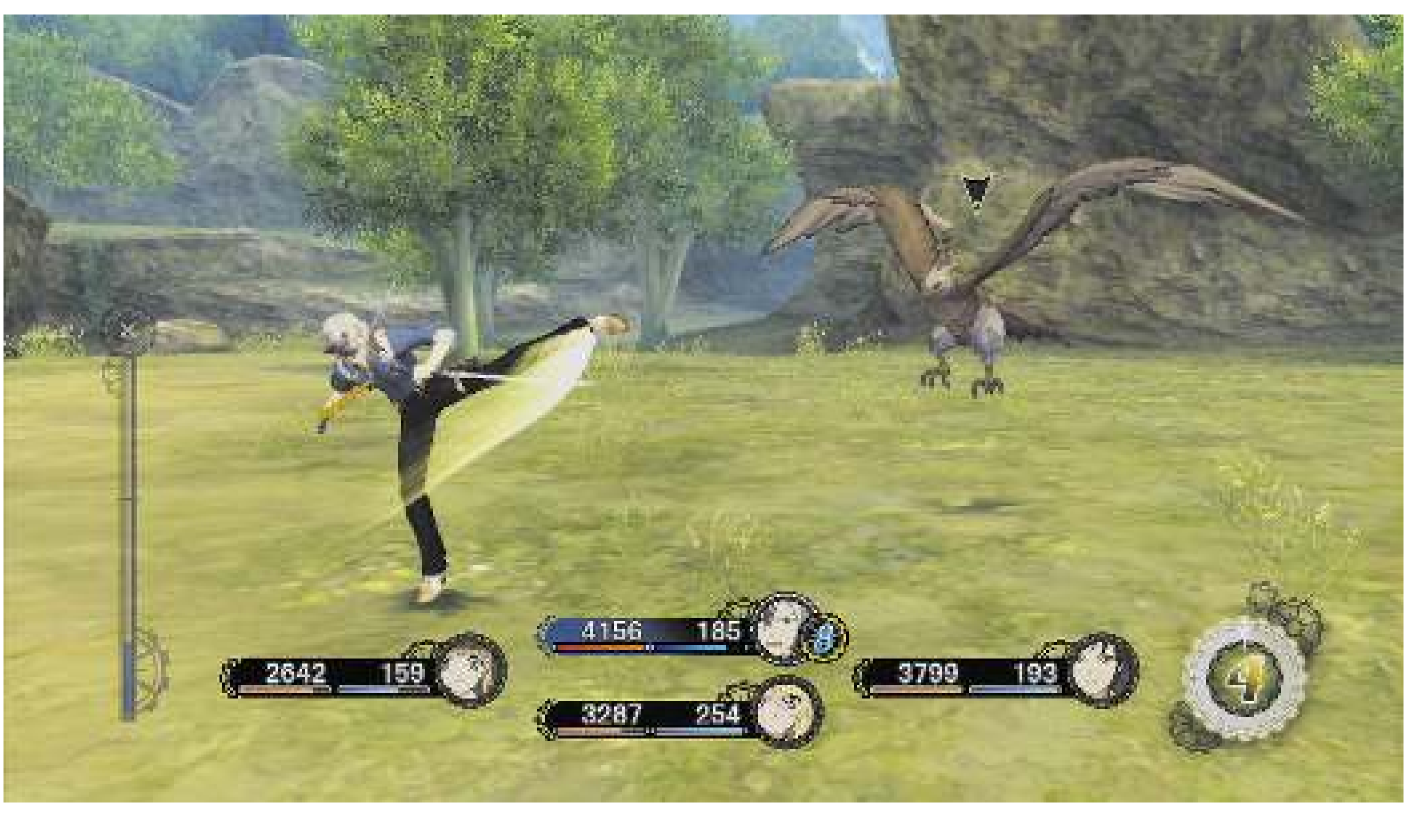
Quick-steps include front and back motion as well as side-steps. Side-steps are treated as attacks, so skills that trigger off quick-steps won't trigger from side-steps.

Normal Attacks

These are your basic attacks performed by pressing ✕. The normal attacks restore TP and are therefore critical to continuing a long combo. Each successful hit restores 0.5% of your max TP (but it always restores at least 1 TP). Normal attacks have a base power level of 100. If an attack hits twice, the two hits still have a total combined power of 100. Normal attacks can be combined with the left stick to change attack type.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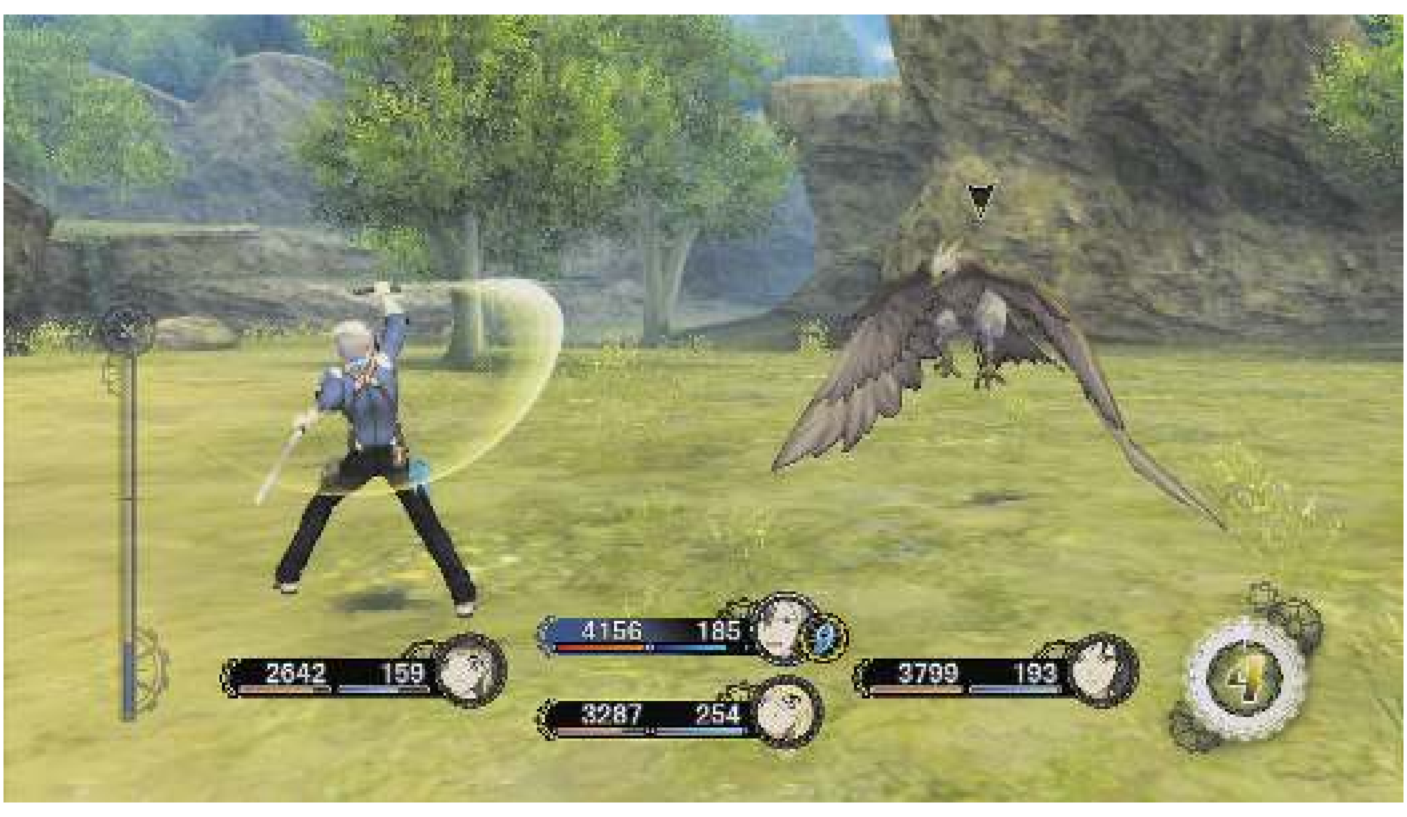
✕ Attack: Often the fastest attack. Can be used while jumping.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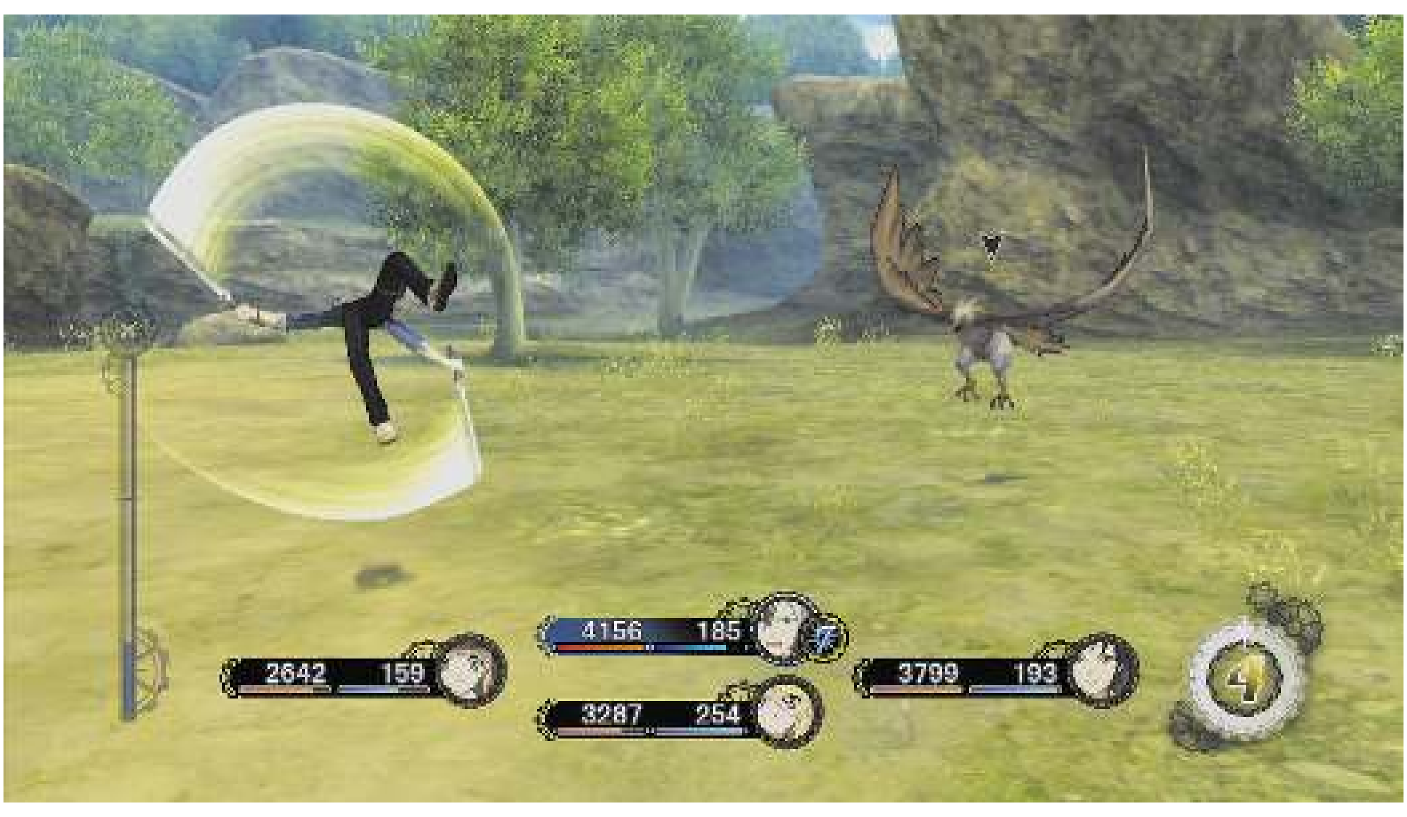
↑ + ✕ Attack: Juggles foe upward. Good for hitting mid-air targets. Can juggle knocked down targets.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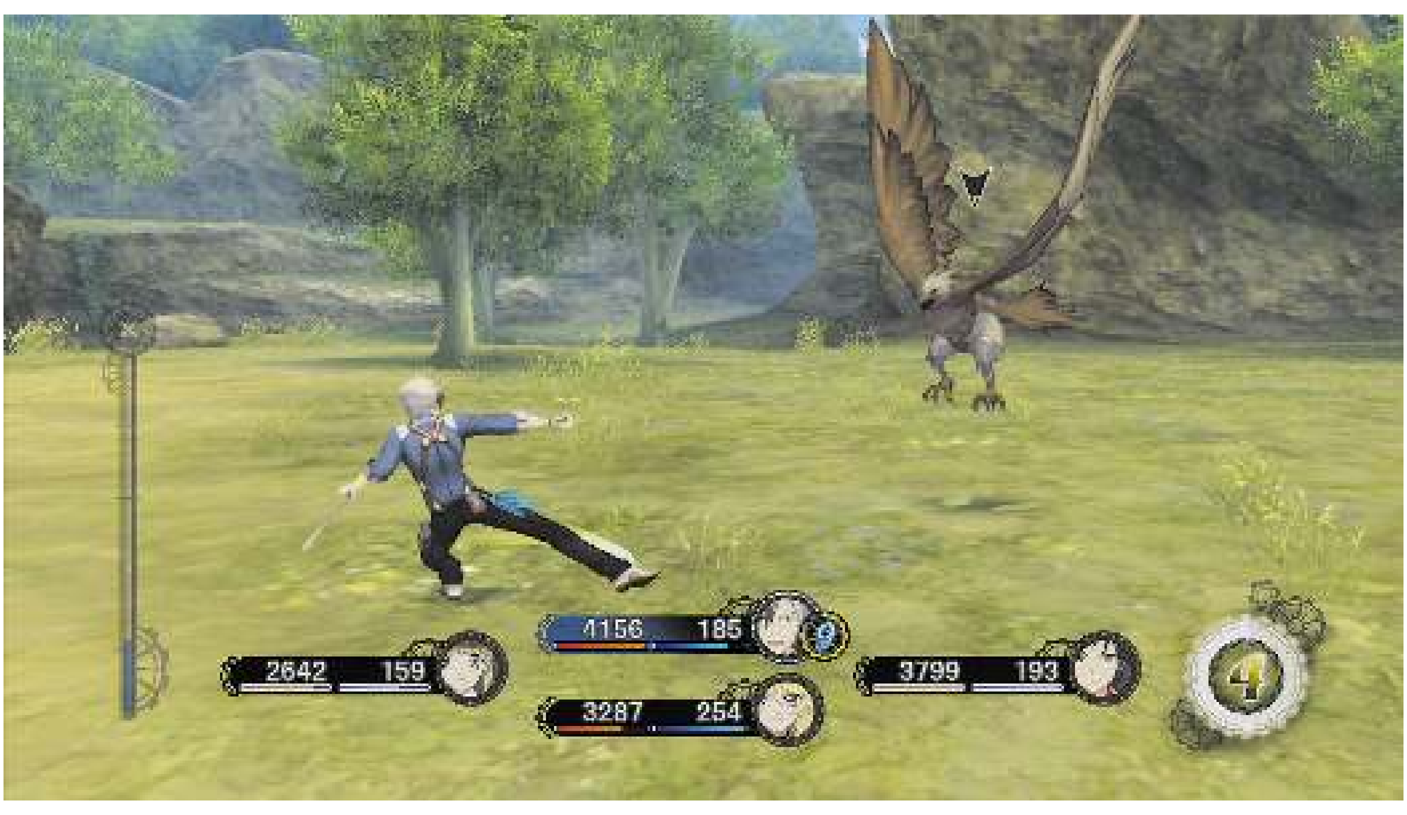
← or → + ✕ Attack: Advancing attack for most characters. Elize (with Teepo ON) and Muzét don't advance, but have a longer-range attack instead.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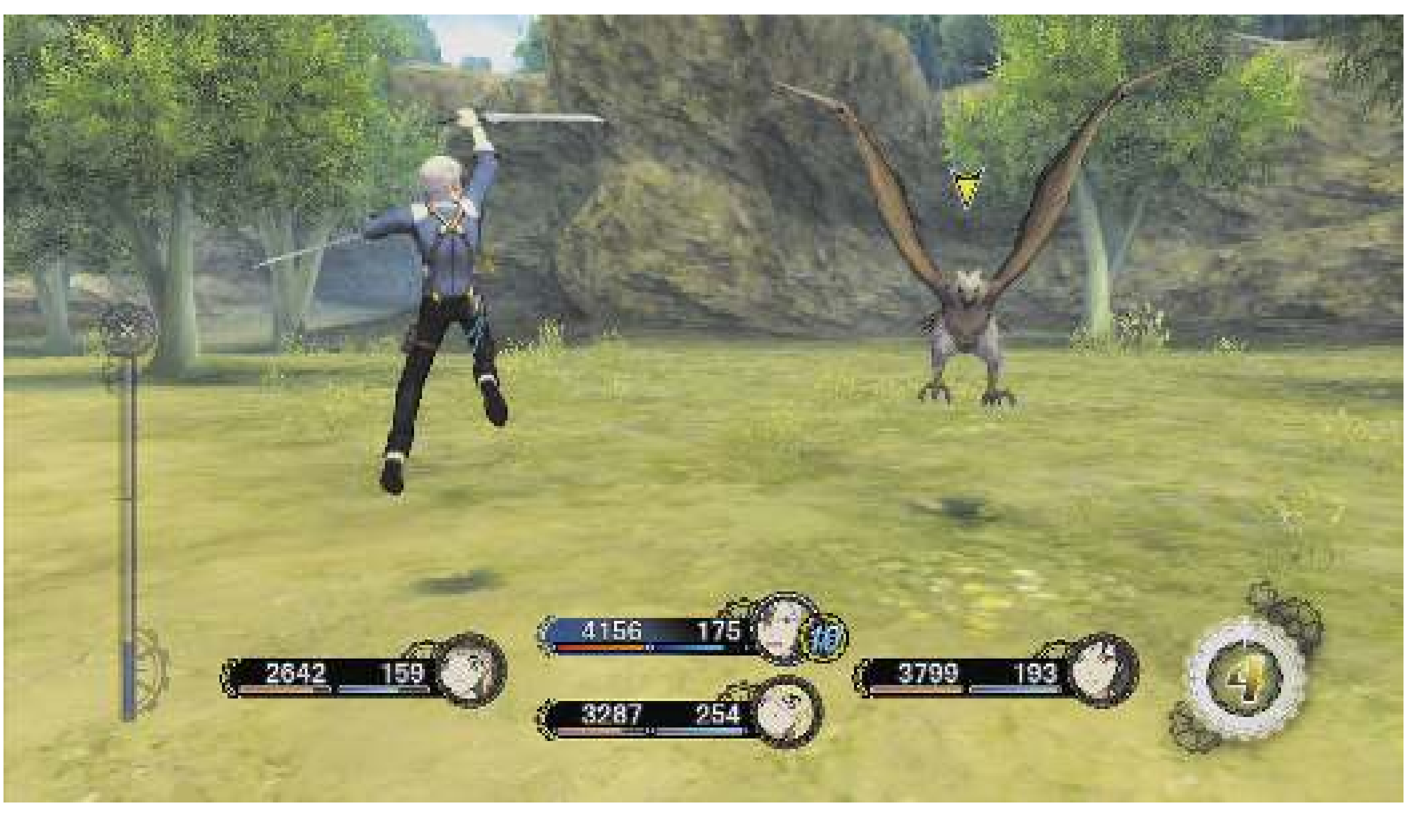
↓ + ✕ Attack: Attacks low. Good for hitting small foes. Some have knockdowns.

Special Action Attacks

If you hold L1 while attacking, you use heavy attacks instead. There are two types. Both are slow and hard to use in combos, but can knock the enemy high and inflict stun effects. If you repeatedly use it, you will be doing same attack over and over, and not make a combo.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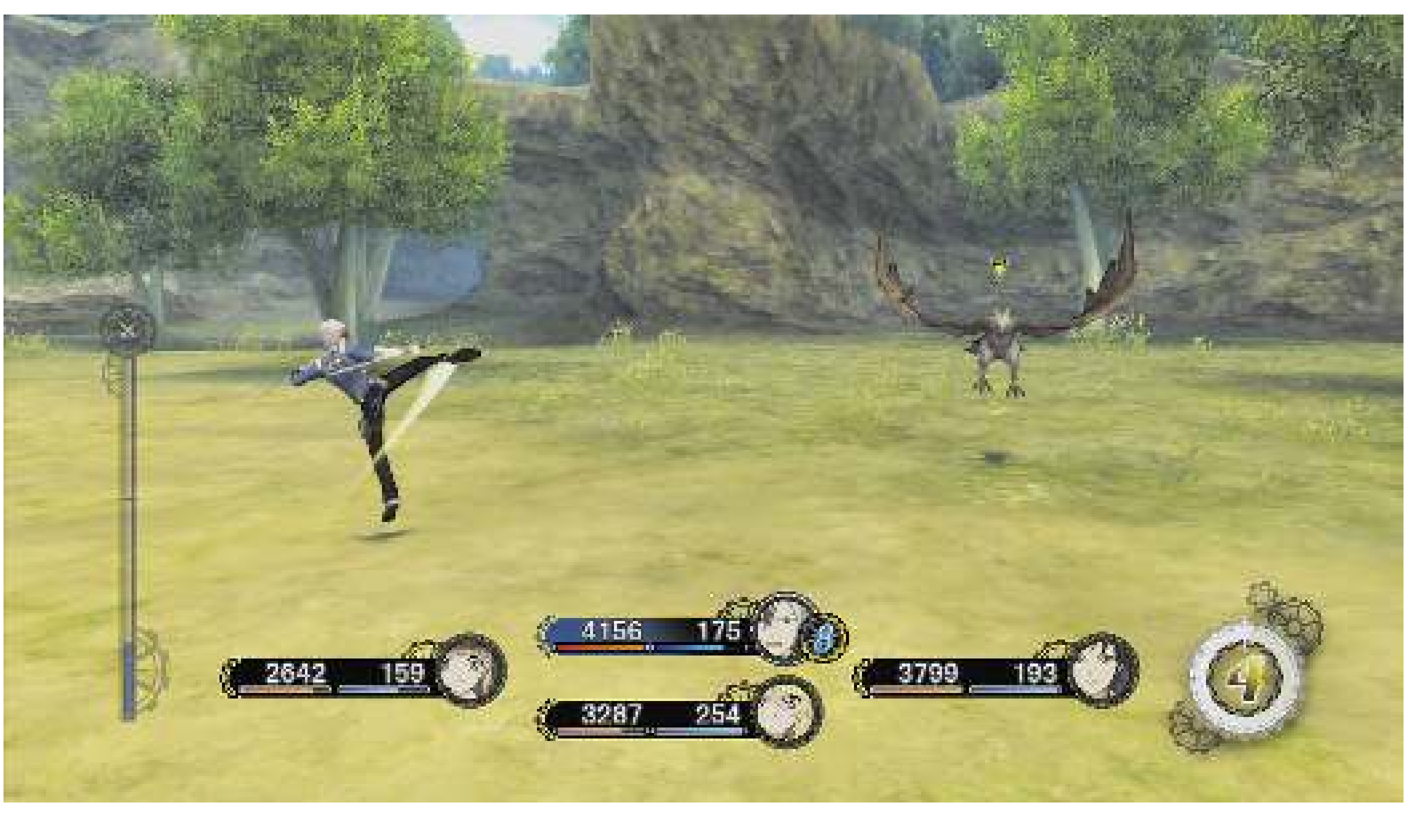
L1 + ✕: Knocks the enemy high in the air. Most characters jump along with this attack, and can continue to execute mid-air attacks afterwards.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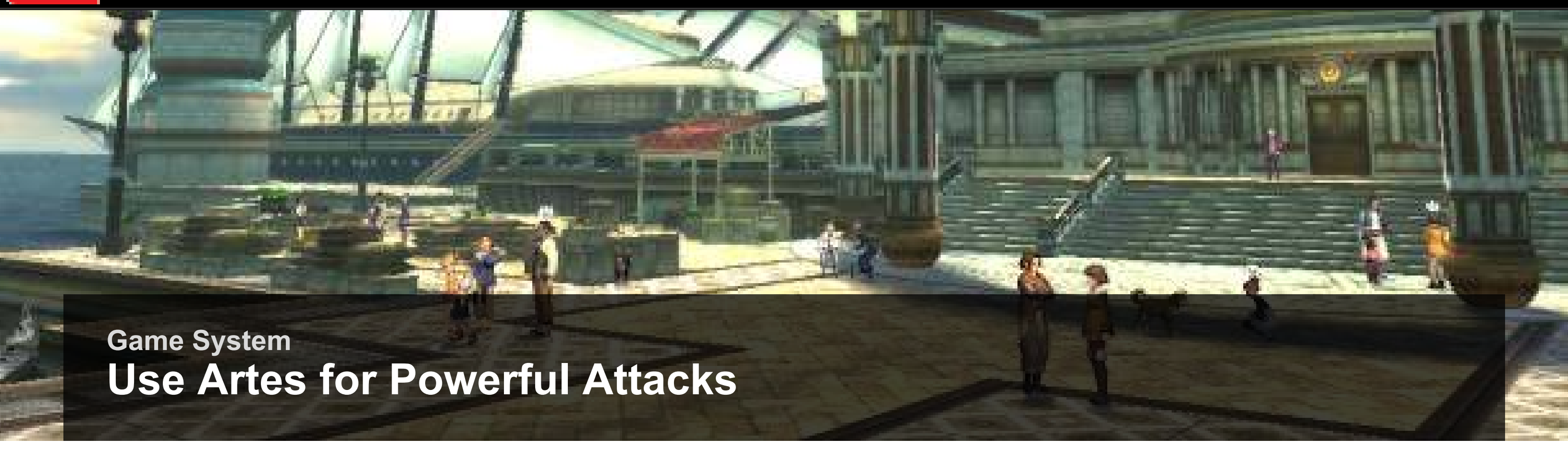
L1 + ← / → + ✕: Executes a stun-inflicting attack. (Only Milla is an exception—L1 + ✕ is her stun attack.) Has a high break value.



Game System

Use Artes for Powerful Attacks

26314 DAMAGE!!
8 POWER HITS!!
POWER HIT!!
4756 117
4198 363

Artes are more powerful attacks, but they require TP so they can't be used continuously. These can be set in the Artes menu with shortcuts. Later in the game you can acquire the Artes Sphere that gives you eight shortcuts instead of the previous four.

Artes Properties

- You can't cast if you don't have enough TP.
- Learn new artes, and strengthen them with the Allium Orb.
- Divided into physical and magic artes. Physical artes have damage based on P.ATK, while magic artes have damage based on M.ATK.
- Magic artes require casting time.
- Magic artes are divided into Lower, Mid, and Upper Level. Upper-level ones are more powerful.
- Magic artes can be canceled if you're attacked during the casting process.

Artes Get More Powerful the More They're Used

All artes gain stars as they hit certain counts (the amount of times they're used) and power up as per the chart shown here. Some artes have other attributes that are strengthened as their count rises. For example, Ludger's Swift Strike can be used in mid-air after it hits a count of 100.

Artes Upgrades

Count	Stars	Upgrade
100 or more	☆	Odds of critical hit +3%
200 or more	☆☆	P.ATK & M.ATK +5%
400 or more	☆☆☆	Linked Arte Gauge Value +20%
1000 or more	★	TP costs reduced by 1/3
2000 or more	★★	P.ATK & M.ATK MAX becomes 20%
4000 or more	★★★	When chaining into this arte from another arte, there's a 25% chance its AC cost will be reduced to 0
9999 or more	MASTER	When chaining into this arte from another arte, odds that its AC cost will be reduced to 0 increased to 50%

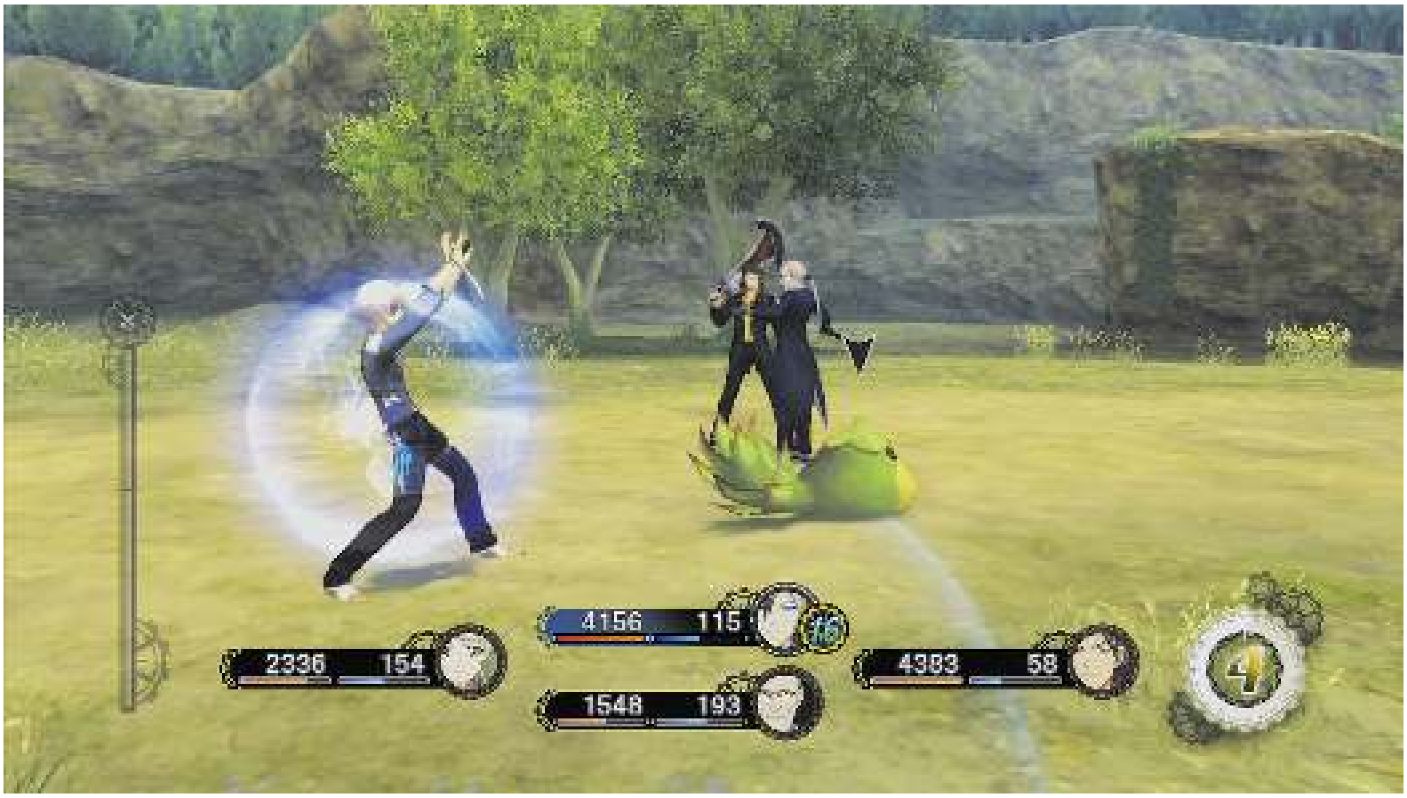
Special Actions During Spell Casting

While casting a magic arte, you can change its target or set its area of effect with the left stick. This is useful for leading foes or following foes who move unpredictably. When casting a quick arte, you want to choose the target carefully. Hold ✕ as you cast it. That will keep the spell from triggering until you release the ✕, allowing you to select a target. If an enemy approaches as you cast the arte, press ■ to cancel the arte so you can run away or defend yourself.

Dealing Big Damage with Arcane and Mystic Artes

Every character can learn at least one arcane arte, which does more damage than normal artes. With the Single Artes skill, you can chain these artes into powerful mystic artes during Over Limit. Additionally, if you use an arcane arte in a combo after at least three previous actions, it will do double damage. This double-damage bonus can only be gained once per arcane arte per combo.

Blocking Attacks by Guarding



Press ■ to block and reduce damage from physical attacks by 80%. You need to press ↓ and ■ for the Magic Guard skill to block magical attacks. However, the All Guard skill can block both physical and magical attacks at once. A successful block of either type recovers 2% of your max TP. If your Guarding Strength is reduced to 0, your blocks will fail and you'll be momentarily vulnerable to enemy attack. So it's important to use a mix of guarding and quick-step evasion. Your Guarding Strength regenerates whenever you're not taking damage, even if you're still guarding. Note that the skill Impregnable Guard makes your guarding unbreakable.

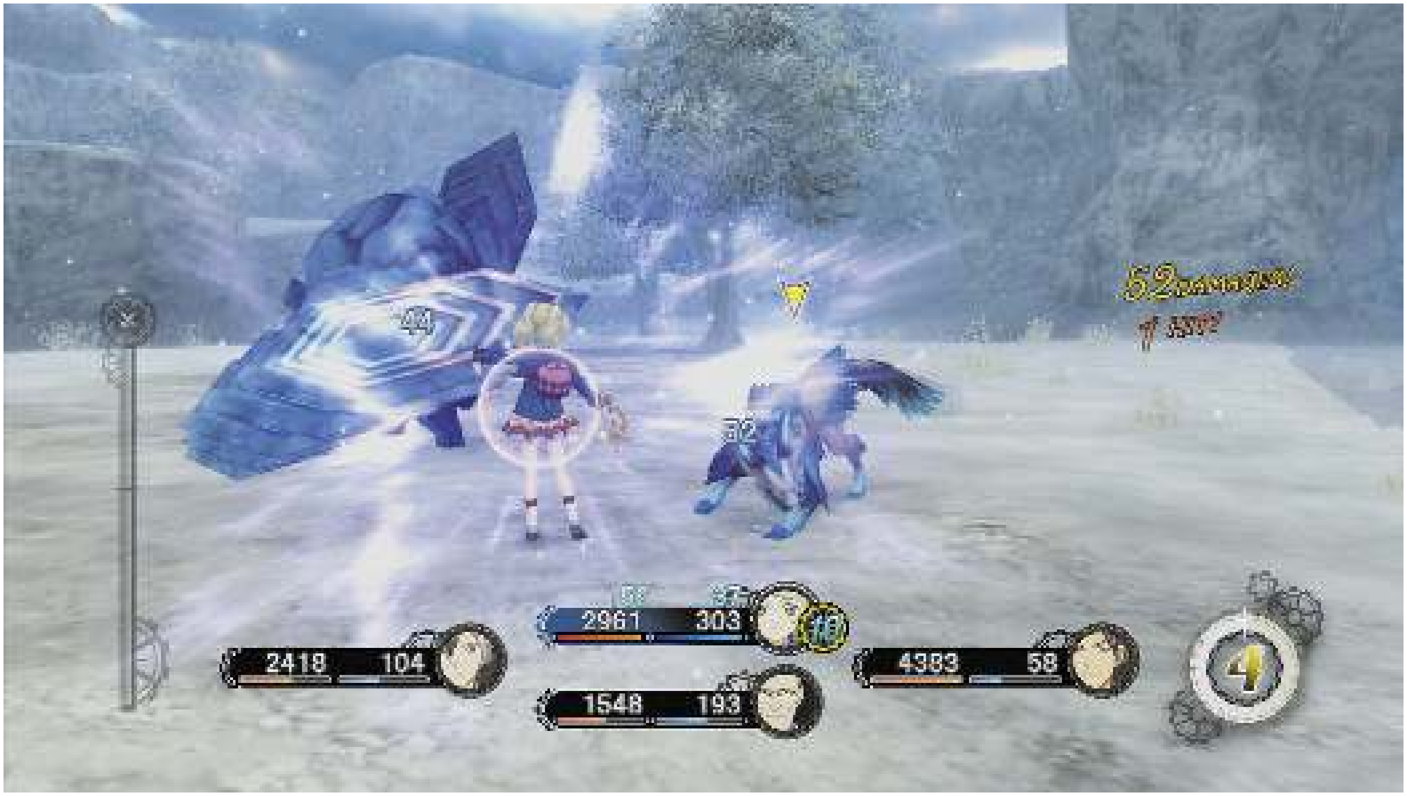
Recovery and Get-Up Attacks

When you're knocked away by an enemy attack, press ■ to recover and avoid a knockdown. You can do this at any point in the fall. If you are knocked down, you can cancel your rising animation and use a normal attack or arte instead. Use this to counterattack when a foe is nearby.

Game System

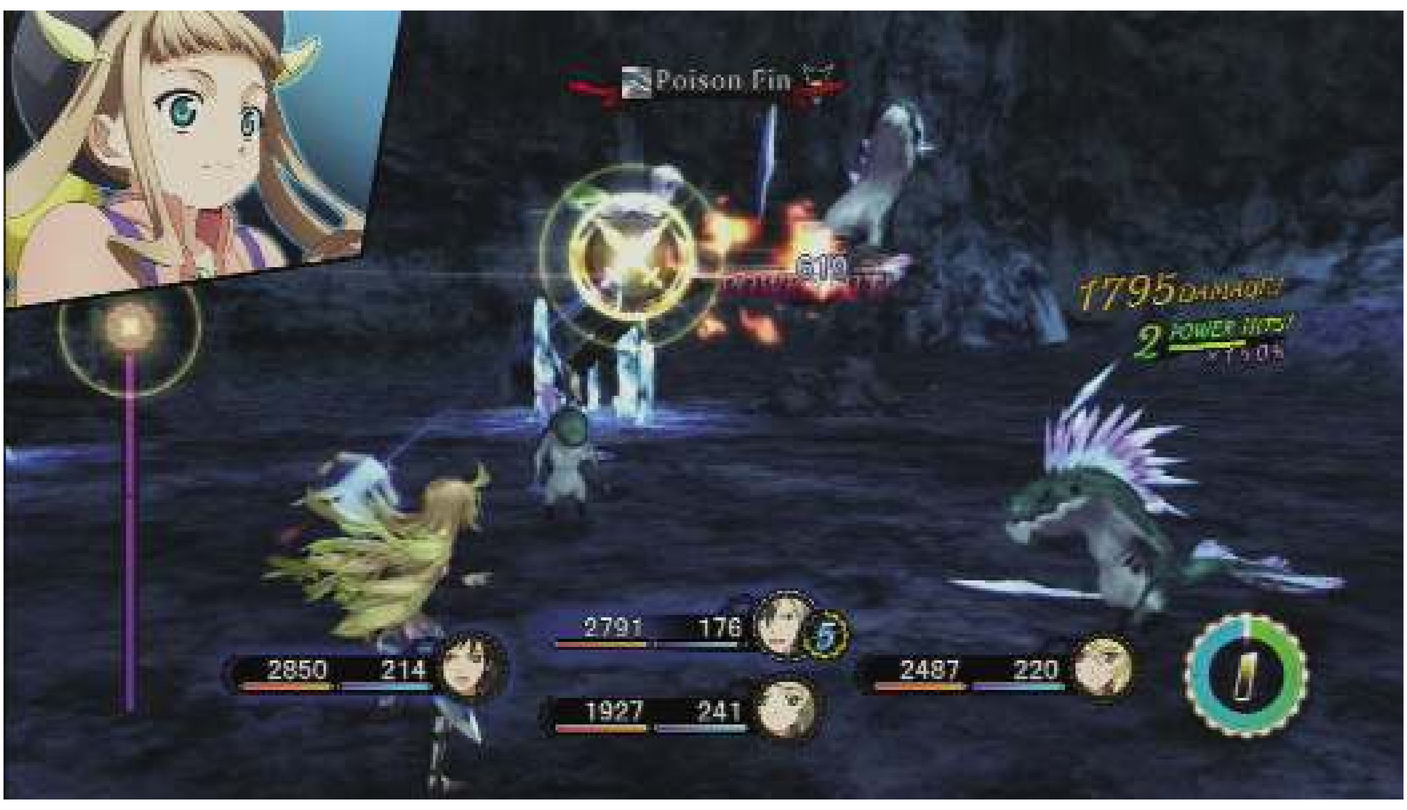
Taunt to Recover TP

When you press L3, your character will taunt and regain 10% of its max TP. You're defenseless when doing a taunt, so do it far from your foes. This will also make foes more likely to attack you. Some characters like Elize have skills that trigger off of taunts with effects like regaining HP.



Game System

Understanding Weakness and Resistances

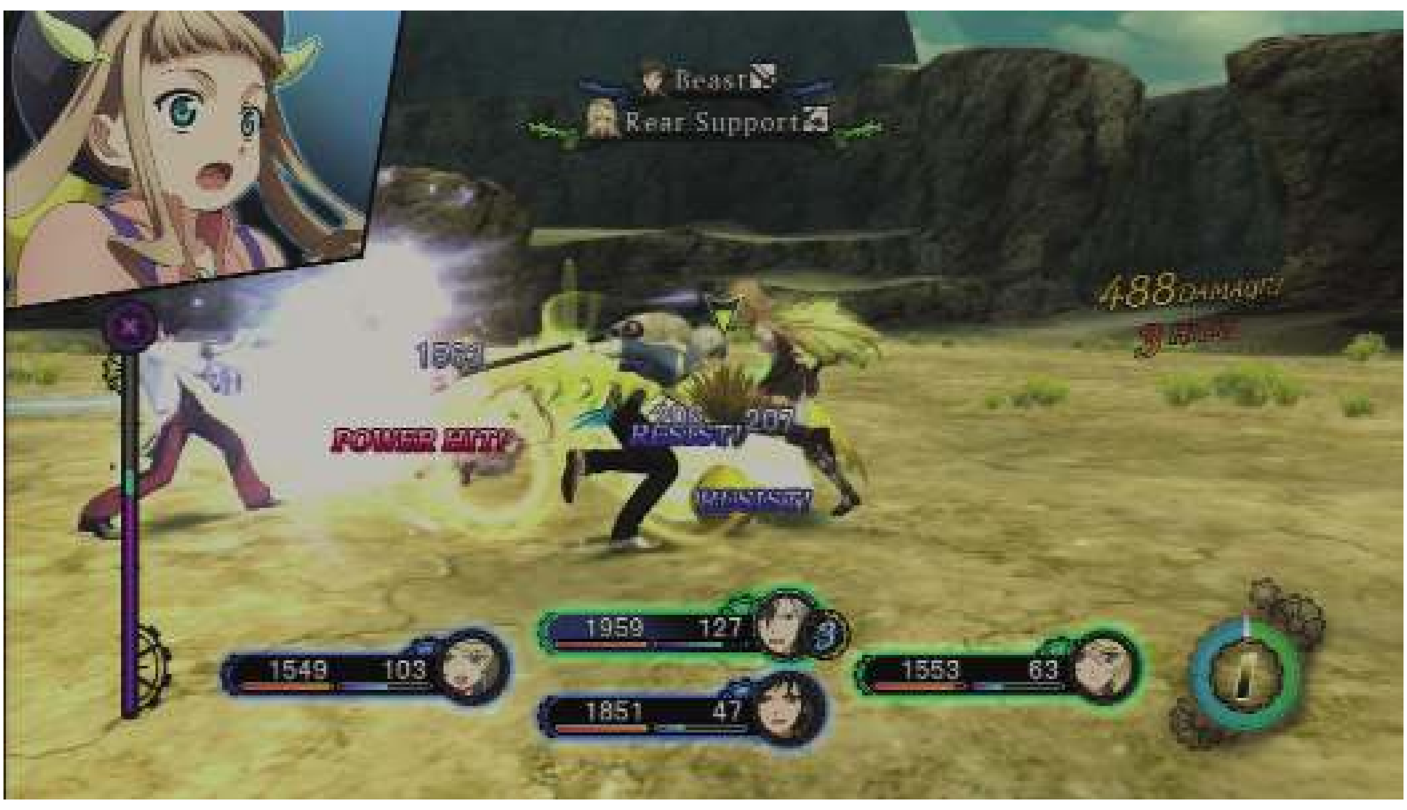


The effects of attacks are based largely on what the foe is weak or strong to. When a foe is resistant or strong against a certain attack, the word Resist will appear. On the other hand, if an enemy is weak to the attack you will score a Power Hit. Elemental and weapon types can both affect damage based on weakness and resistances. If an enemy has a weakness/resistance score of 50 listed for a certain damage type, damage of that type is reduced to 50%. If it's 150, damage is boosted to 1.5x its usual value. Attacks with a physical damage property and an elemental damage property where the foe is weak to one and resistant to the other basically cancel each other out. Bonuses like the ability to stagger a foe only count if you're receiving a damage bonus in the final calculation. If a weapon has an elemental property, it's only active on normal attacks. For example with Earth-type dual blades, a normal attack is Earth and slashing type, but a Wind-type arte is 100% Wind-type.

WEAKNESS AND RESISTANCE ATTRIBUTES

- All attacks have a damage type except for attacks used when transformed and mystic artes.
- Allies' damage type affinities are affected by equipment and skills.
- Elemental damage types affect which ailments an attack can cause.
- A weakness/resistance score of 99 or lower is considered a resistance, 101 or higher is considered a weakness, and anything lower than 0 absorbs damage.
- Damage of a type that an enemy is resistant to does not reduce its Iron Stance.

Boosting Damage with Weakness-Exploiting Combos



When you attack with a damage type that hits an enemy weakness, the words Power Hit appear along with a gauge and the damage multiplier. Each attack you deal before this gauge empties will deal additional damage based on the damage multiplier. Additionally, if you hit with an attack of another damage type, it will become a weakness-exploiting combo. With each hit from a new element type, the gauge will refill, and the damage multiplier will increase. Even if you hit with a damage type the foe is resistant to, the resistance will be ignored and the attack will be effective. Finally, during a weakness-exploiting combo, your target will not be able to use Iron Stance counterattacks, making this a good chance to deal big damage.

Weakness Combo Properties

- Hit the foe with a damage type it's weak to. Then, after it's staggered, hit it with another elemental type.
- When the gauge runs out, the combo is over.
- The gauge empties more slowly when you're hitting the foe.
- Enemy resistances are ignored (treated as affinity 100).
- With each hit of a new damage type, the gauge is completely restored and the damage multiplier increases by 10%*. If you can hit all nine damage types, the final type will increase the multiplier by five times the usual amount.

*Value for Normal Battle Difficulty only. This increases at higher difficulty settings.

Weakness Example

Step 1: Ludger uses dual pistols to shoot an enemy with a weakness to shot damage of affinity 120. (So this attack will deal 20% more damage than usual.) This begins the combo, with a starting damage multiplier of 120%. Additional hits from the dual pistols will not raise the damage multiplier.

Step 2: Ludger uses a Wind and Fire attack during the combo. This fills the gauge and adds 20% to the damage multiplier (10% per damage type).

Step 3: Ludger weapon shifts to the sledgehammer for additional damage type (multiplier now at 150%).

Step 4: Having dealt eight of the nine damage types, the multiplier is at 190%. A hit of the final damage type deals five times the usual bonus (so 50%) raising the multiplier to 240%.

Game System

Ailments

Triggering Elemental-Type Ailments

Agent Training Facility

Spirius Corporation - Underground Training Grounds

- Main Story Event Location
- Character Event Location
- Job Event
- Save Point
- Treasure Box
- Loot Bag
- Gathering Point
- Elemental Ore
- Kitty Discovered
- Job Board
- Inn
- Item Shop
- Weapon Shop
- Armor Shop
- Accessory Shop
- Food Vendor
- General Store

Icon Key

MAIN CHAPTER

Defeat the 5 remaining monsters!

When you use an attack with a damage type against a foe, that foe gains ailment points. When it hits 100 ailment points, it will get an ailment corresponding to each damage type of the attack. This same system works on enemy attacks against your characters, although the effects of the ailments you give may differ from the effects of the ailments you receive.

Ailment Effects

Ailment	Type	Effect on Your Team	Effect on Enemies
Burn	Fire	Receive damage equal to 1.5% of max HP every 0.5 seconds for 20 seconds.	Same but percentage of damage received varies by foe.
Skillseal	Water	All skills are negated for 20 second (only a few enemies even have skills.)	
Paralysis	Wind	For 10 seconds, 30% chance of becoming staggered when attacking	
Petrify	Earth	Can take no action for 3 seconds	
Confusion	Light	For 10 seconds character cannot be controlled and attacks allies instead, but deals only 1/3 of usual damage	
Poison	Dark	Receive damage equal to 1.5% of max HP every 0.5 seconds for 20 seconds.	Same but percentage of damage received varies by foe.
Bleeding	Slashing	Receive damage equal to 3% of max HP each time you attack for 10 seconds.	Same but percentage of damage received varies by foe.
Weakness	Strike	For 10 seconds, any attack can break block	
Nausea	Shot	Cannot use artes combos for 10 seconds	

Special State Changes

Other Ailments	How You Get Them	Effects
KO	HP = 0	Can't act, not cured at end of battle
Stun	Inflicted by some attacks	Can't act for 3 seconds or until attacked one time
Instant KO	Inflicted by some attacks	KO'd regardless of remaining HP
Revive	From Elize's Revive Spell	Automatically cures KO once
Ailment Proof	From Syrup Bottle	Can't catch negative ailments

Status AILMENTS Effecting Stats

Type	Effect
Physical Attack	Stat raises or drops - if icon is blue, that stat is boosted. If red, that stat is weakened
Magical Attack	Stat raises or drops - if icon is blue, that stat is boosted. If red, that stat is weakened
Physical Defense	Stat raises or drops - if icon is blue, that stat is boosted. If red, that stat is weakened
Magical Defense	Stat raises or drops - if icon is blue, that stat is boosted. If red, that stat is weakened
Movement Speed	Stat raises or drops - if icon is blue, that stat is boosted. If red, that stat is weakened

How Ailment Points Work

Ailment Points Properties

- As mentioned before, you get ailment points when attacked, and the same system affects foes.
- The amount varies based on attack. When you get 100 ailment points you get the ailment corresponding to the type of damage.
- When the ailment is cleared, your ailment points are reduced to 0.
- These are NOT cleared at the end of battle, but are reduced to 0 if you stay at an inn.
- Accessories that protect you from an ailment 50% of the time actually protect you from accruing ailment points 50% of the time.

Dexterity Makes It Easier to Stun

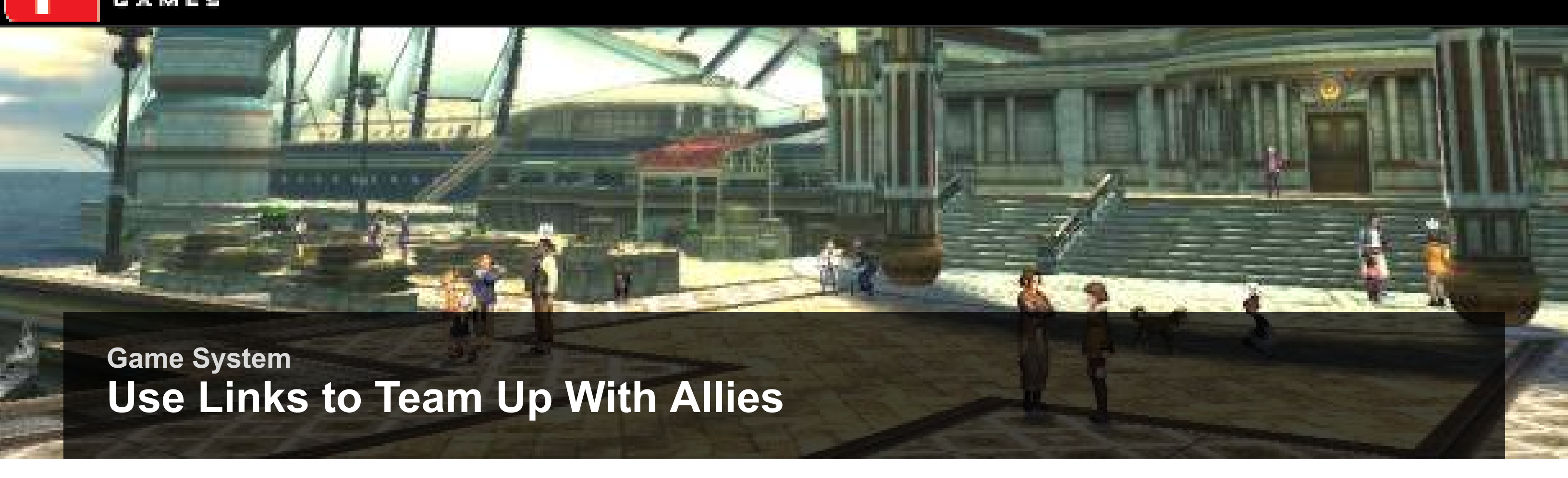
The odds of inflicting stun are affected by the attack used and the Dexterity of the user. If Ludger uses a strong attack (hold L1 + ⇦ or ⇨ + ✕), that attack has a 15% stun rate. Multiply that times 1 + user's Dexterity divided by 1000 to get the odds of a successful stun.

Actions That Can Lessen Ailment Duration

You can recover more quickly from ailments by taking specific actions. You can reduce the duration of ailments by up to half if you know how to deal with them.

Ailment Recovery

Type	Method of Recovery
Burn	Free Run
Skillseal	Guard
Paralysis	Wait in same spot
Petrify	Press any button rapidly
Confusion	Press any button rapidly
Poison	Wait in same spot
Bleeding	Wait in same spot
Weakness	Front-step and Back-step
Nausea	Perform a taunt
Stun	Press any button rapidly



Game System

Use Links to Team Up With Allies

Use the left, right, or down directional buttons to choose a link partner. Likewise, press the up directional button to sever links. Linking with characters allows Ludger to build affinity with that partner. Non-linked partners will auto-link with each other; you can turn this on and off in the Strategy menu. For example, if you want one character to be the link boss who receives the benefit of things like support abilities, set them to Link Often and their potential partner to Do Not Link.

Benefits of Linking

Linking provides the following benefits.

Type	Description
Support	Player character receives benefits of partner's support ability.
Critical AC Bonus	When either character scores a critical hit, both receive an AC bonus.
Normal Attack Changes	When playing as Jude or Milla and attacking a surrounded foe, certain normal attacks change to become more powerful and make scoring knockdowns easier.
Linked Artes Gauge	When linked, you fill up your Linked Artes Gauge. When your Linked Artes Gauge fills to a certain point, you'll be able to use Linked Artes and Over Limit.
Link Skills	Skills that have a green-colored icon share their effect among both characters in a linked pair. If both characters have the skill set, the effects will stack.
Ailment Sharing	When a character acquires an ailment, whether beneficial or negative (except for KO and stun), it will affect both characters.
Recovery Sharing	When an arte or item refills a character's HP or TP, 25% of that recovery is shared with their partner. Effects that cure ailments cure them for both characters.
TP Sharing	When a character chains a normal attack into an arte, each partner will pay half the TP cost of the arte. This is only true for the first arte in a combo.
TP Recovery Sharing	When an arte is chained into a normal attack, each partner will receive the TP recovery of using a normal attack. This is only true for the first normal attack in the combo.
HP and TP Sharing	When a character with 50% or more HP is linked to a character with less than 25% HP, the one with more HP gives an amount of HP equal to 15% of their Max HP to the one with less HP. The same is true with TP.
Damage Sharing	When a character is damaged, their linked partner loses HP equal to 25% of the damage.
Affinity Gain	After a battle, Ludger and his linked partner gain affinity.

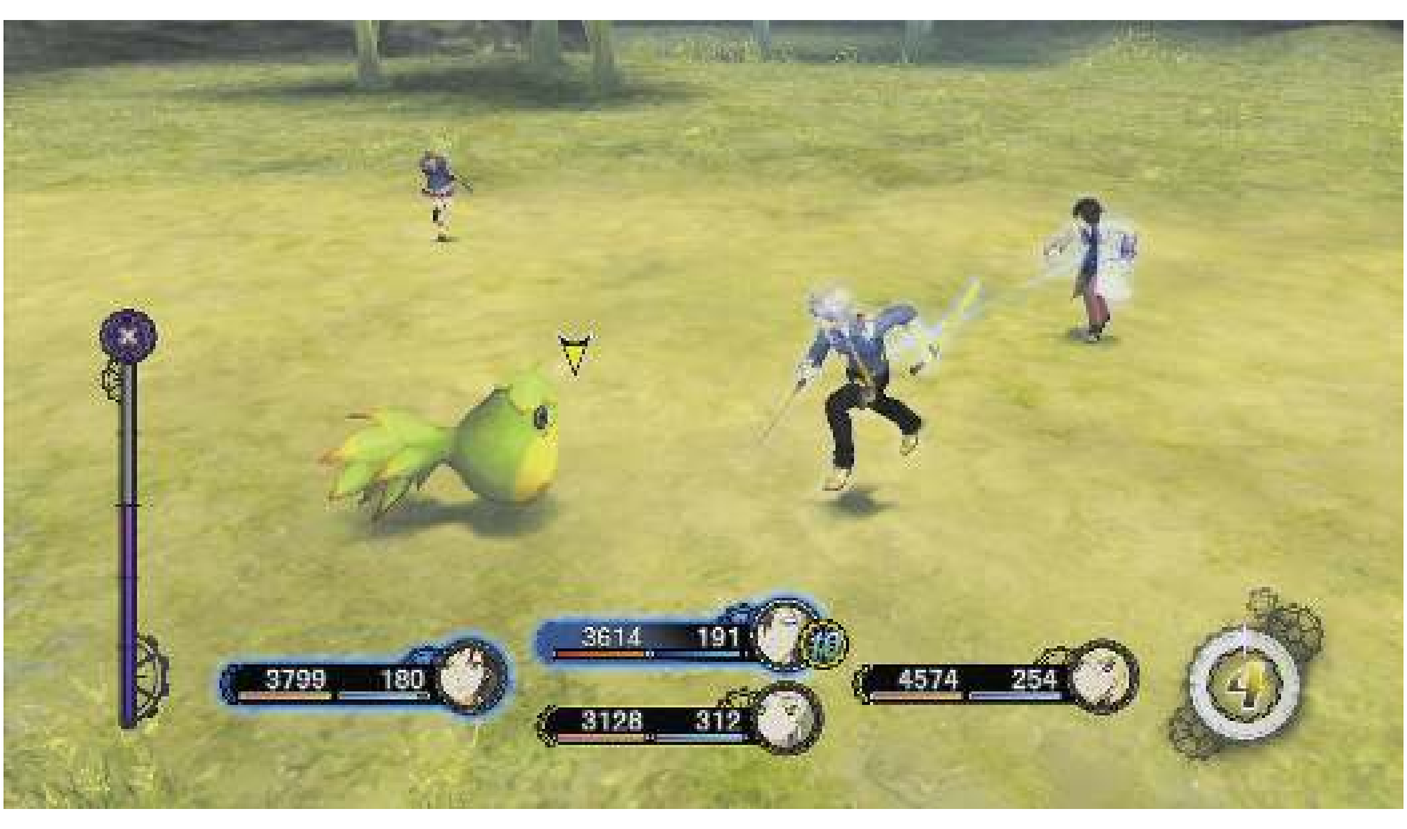
Instructing Your Linked Partner

Generally, the linked partner attacks the same target as your character, but if you press the directional button of your linked partner, you can change their AI pattern.

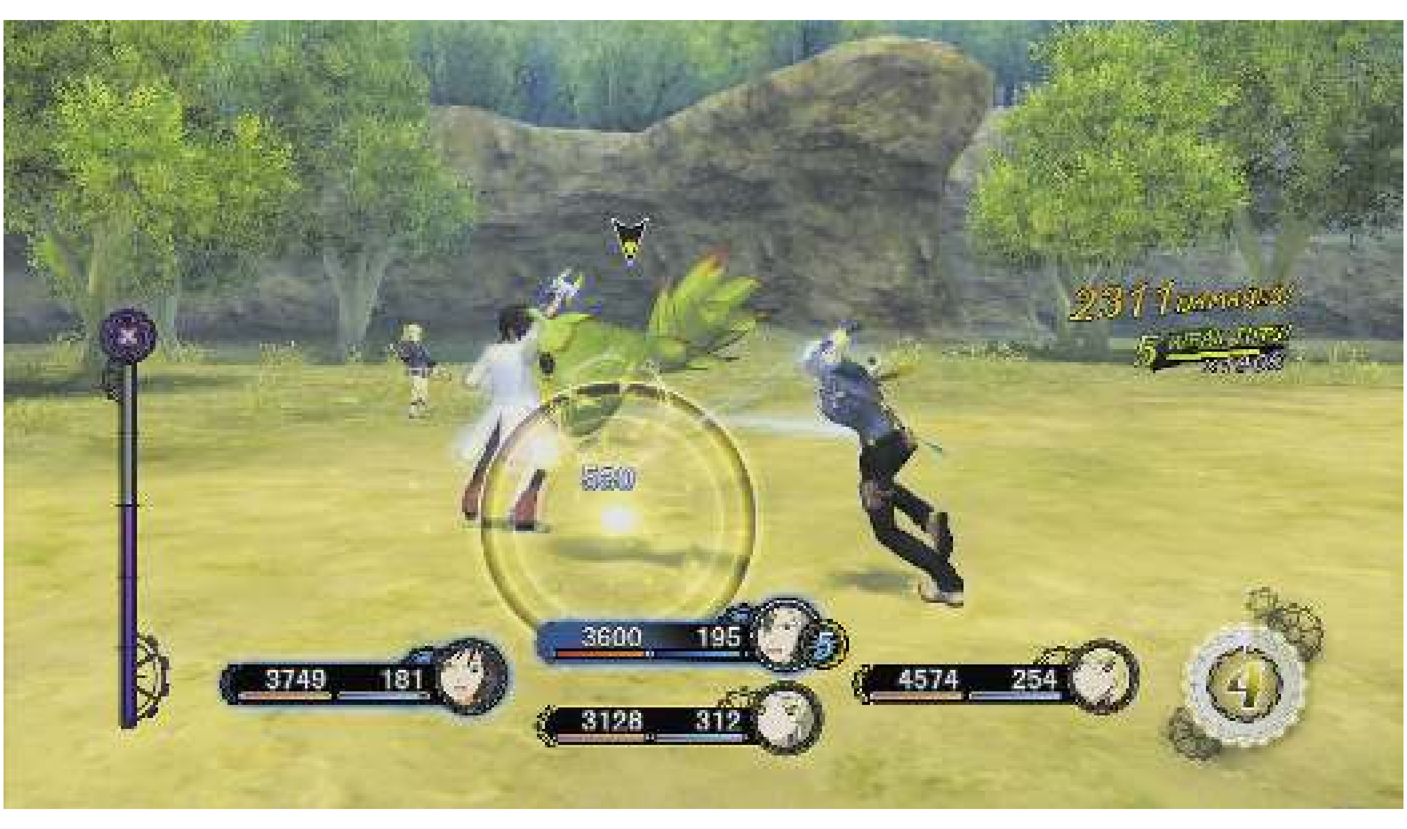
- Up to You: Attacks independently or with partner based on AI
- Act Together: Attacks alongside AI partner
- Act Freely: Acts according to AI set in Strategy menu

Basic Partner Actions

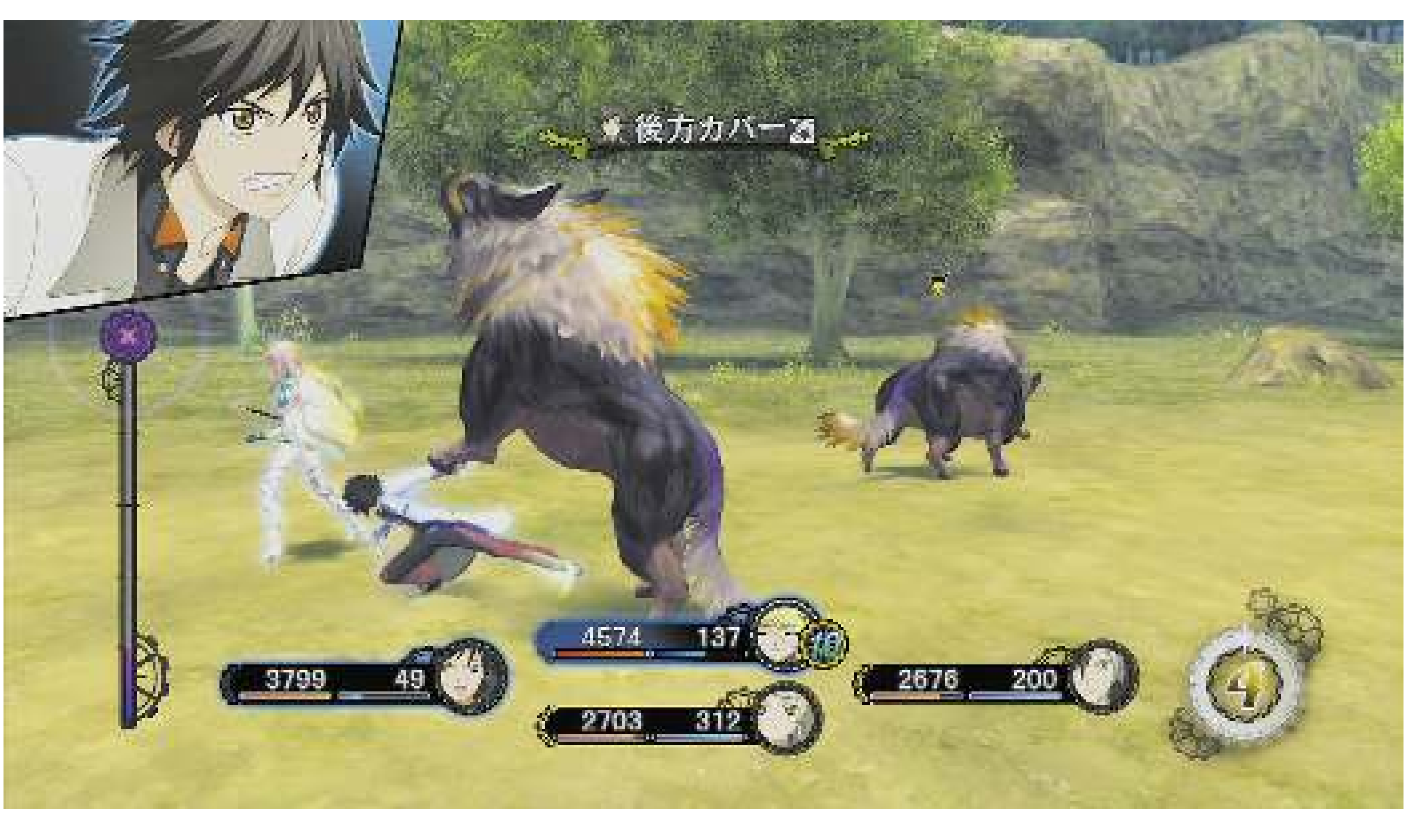
Unless set to Act Freely, your partner will perform the following actions:



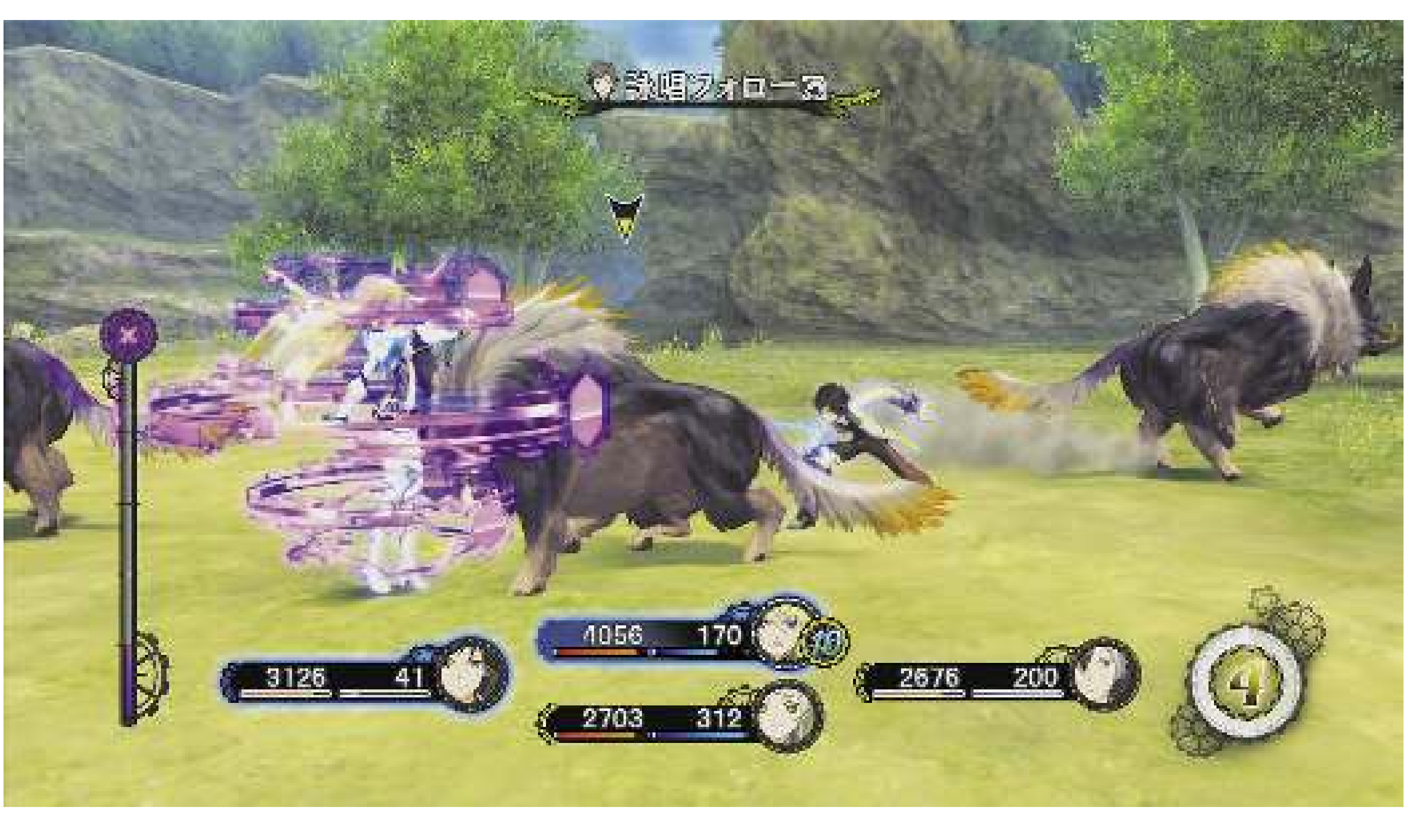
Follow: Partner will follow you around battlefield.



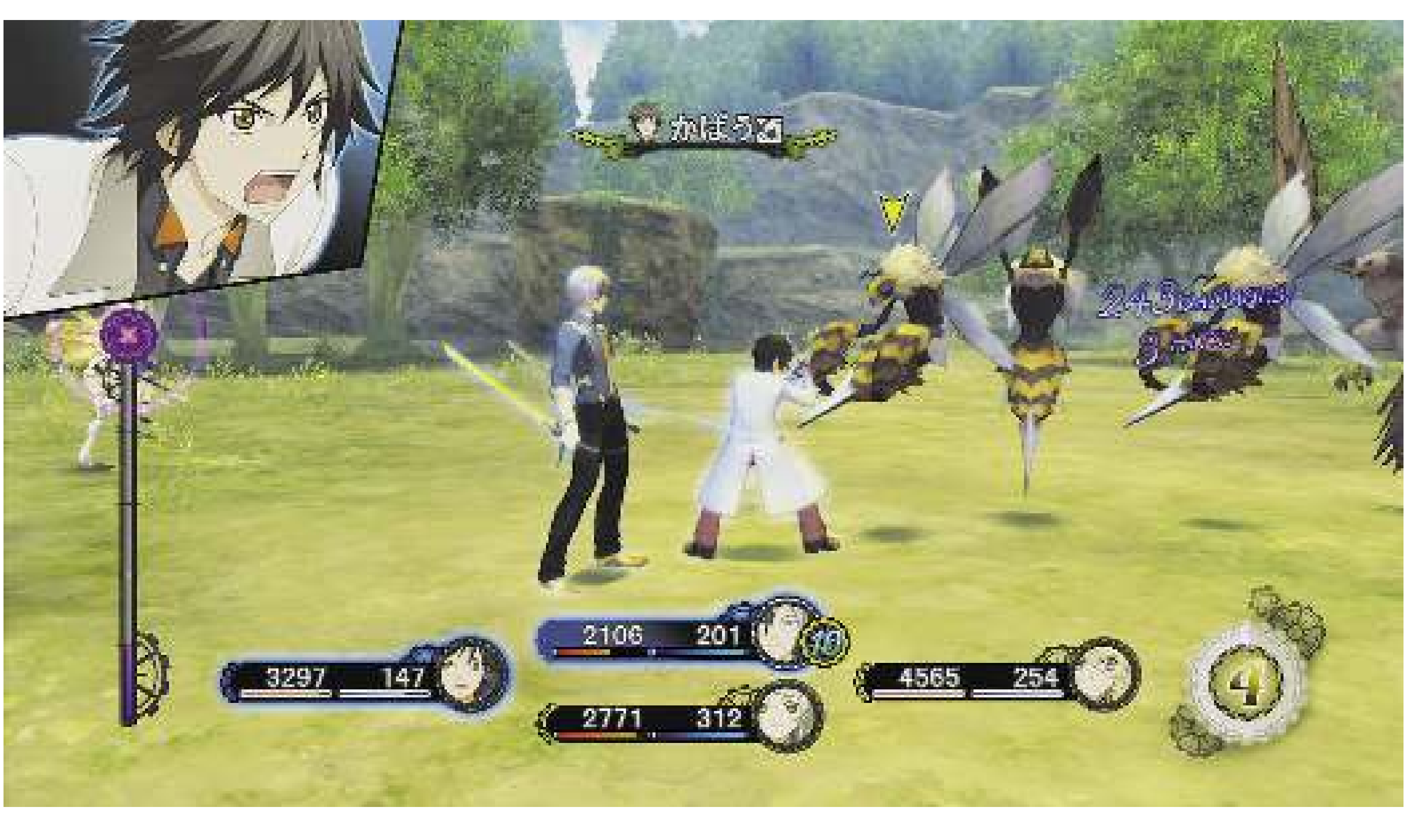
Pincer Attack: Partner will attack your target from behind.



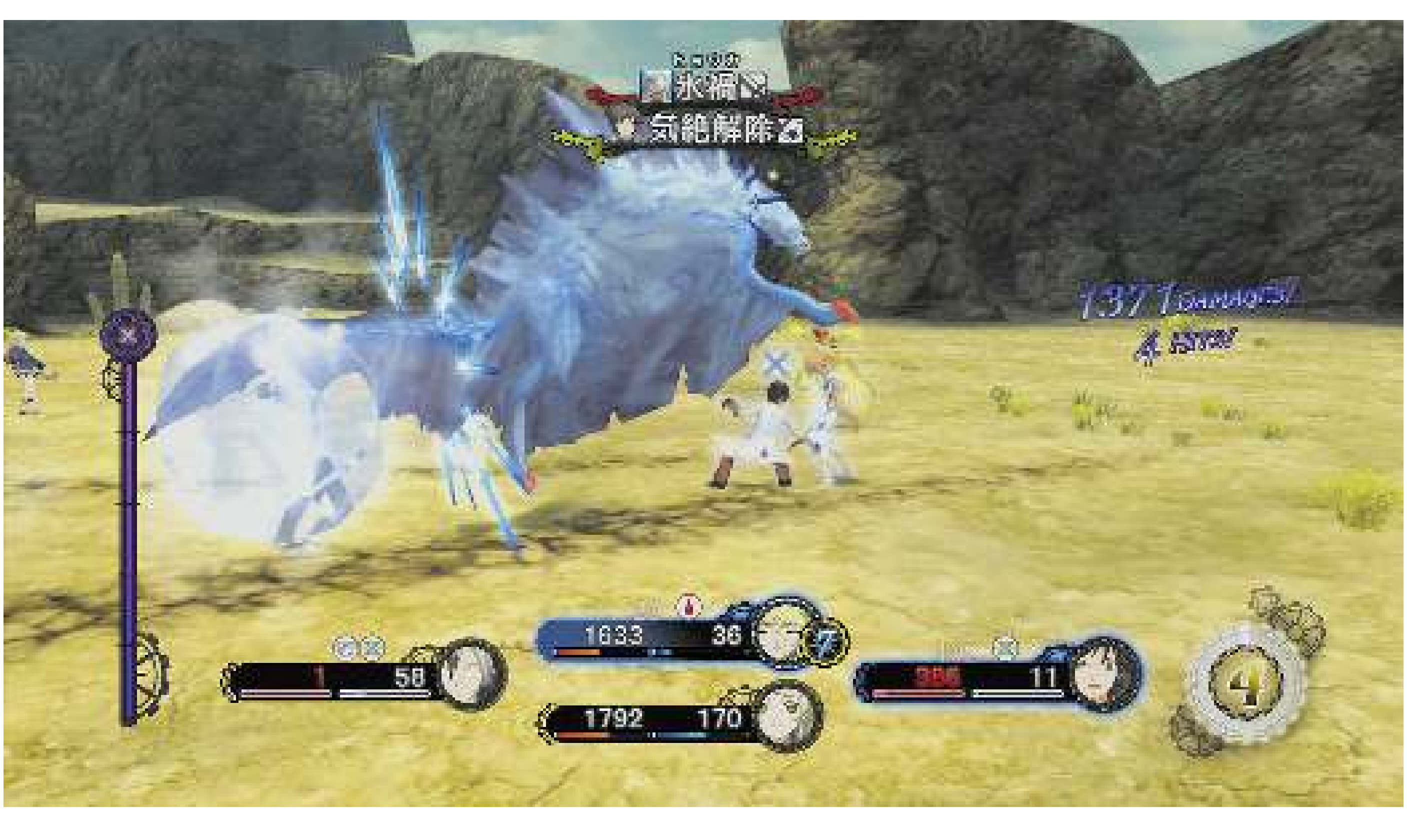
Cover Your Back: If there's an enemy within a distance of about a single quick-step in the 180-degree span behind your character, your partner will switch to that target to protect you.



Spell Support: If you begin casting a spell, your partner will attempt to protect you from enemies who would attempt to interfere.



Block: If your partner is near you, and not under attack, and you've taken three or more hits from a foe targeting you, your partner will move in front of you and attempt to block the enemy's attacks.



Stun Recovery: If you become stunned, your partner will attack you to clear the stun. This attack deals no damage.

Long-Term Linkage Bonuses

If you've spent a lot of time linked with a certain character (it does not need to be consecutively) certain link bonuses will power up. You can view the amount of time you've linked with each character in the Library menu.

Benefit	Linked for 15+ minutes	Linked for 60+ minutes	Linked for 2+ hours
Recovery Sharing	Share 30% HP or TP	Share 35% HP or TP	Share 40% HP or TP
Damage Sharing	Reduced to 20% of damage	Reduced to 15% of damage	Reduced to 10% of damage
Ailment Sharing	Partner's ailment duration reduced by 10%	Partner's ailment duration reduced by 20%	Partner's ailment duration reduced by 30%
Over Limit	Over Limit time increased by 1 second	Over Limit time increased by 2 seconds	Over Limit time increased by 3 seconds

Game System

Support Abilities

Character	Support	Effect
Ludger	Mirror	Same effect as partner’s Partner Skill.
Jude	Restore	Heals knocked-down partner, may revive KO’d partner.
Milla	Bind	Immobilizes foe.
Alvin	Breaker	Breaks enemy’s guard and stuns them.
Elize	Teepo Drain	Steals HP and TP from foe for partner.
Rowen	Auto Magic Guard	Uses Magic Guard if partner is about to be targeted by spell.
Leia	Item Steal	Steals items from knocked-down foes.
Gaius	Chivalry	After blocking, allows partner to use attack with the following benefits one time: TP cost reduced by 25%, become damage type enemy is weak to, break Iron Stance and guard.
Muzét	Support Warp	When partner front-steps, they warp right in front of foe. When partner back-steps, they warp a certain distance away from foe.

Ability Changes Based on Enemy Type

Certain abilities are better against certain enemy types, and you may gain powered-up versions of support abilities by choosing your partner based on the enemy’s combat type. No one has special properties against Boss-type foes.

Vs. Power-Type Foes

Jude: Gets knocked down a lot, so Restore triggers more. Restore cures more HP against these foes.

Alvin: Power foes block more, so Breaker is better.

Gaius: Power foes block more, so Chivalry is better.

Vs. Speed-Type Foes

Milla: Bind is more useful against fast foes. Odds of success increase.

Elize: Teepo Drain triggers more.

Vs. Magic-Type Foes

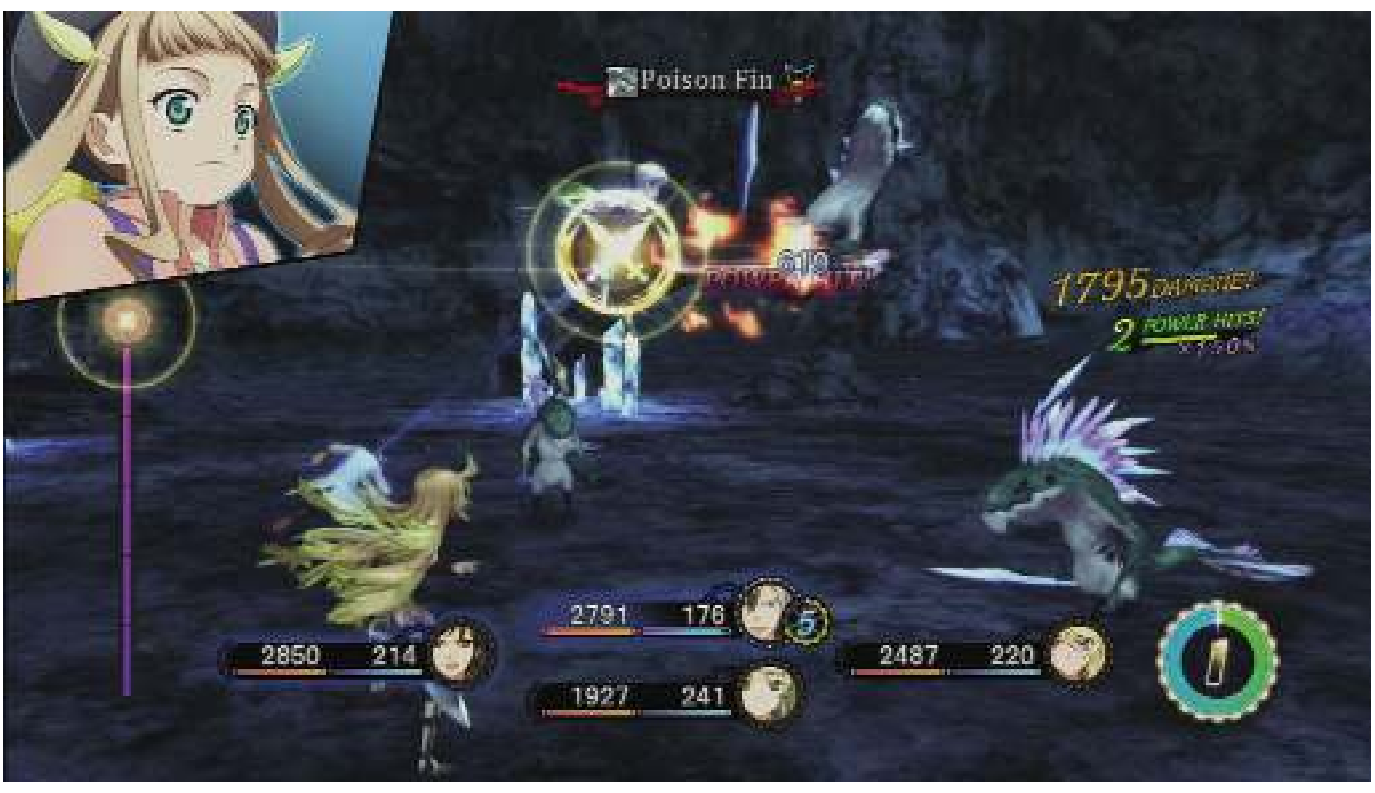
Rowen: Use more magic so Auto Magic Guard is better.

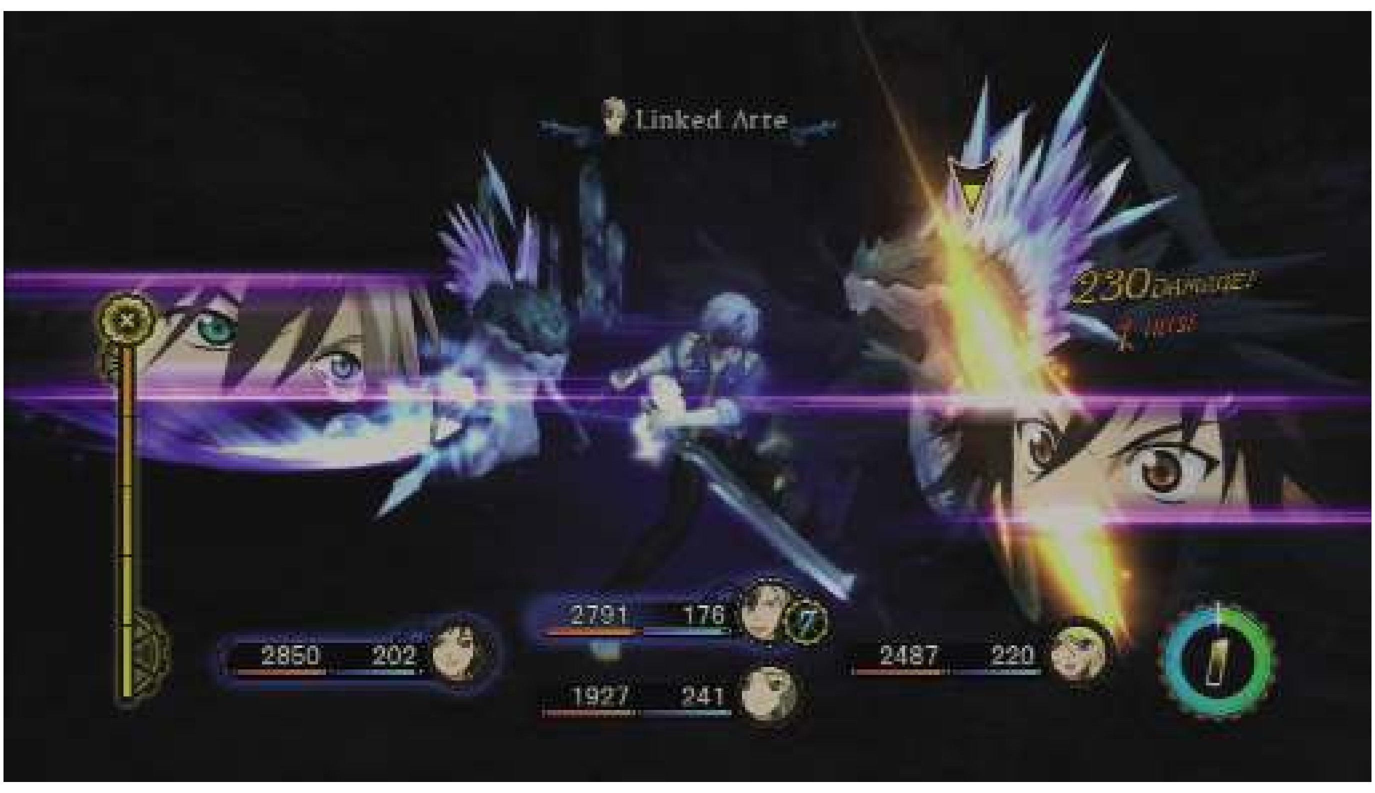
Leia: Higher chances of stealing rare items.

Muzét: Support Warp useful for avoiding area-effect artes.

Game System

Linked Artes


Poison Fin
1795 DAMAGE!
2 POWER HITS!
2791 176
2850 214
1927 241
2487 220


Linked Arte
230 DAMAGE!
1 HIT!
2791 176
2850 202
1927 241
2487 220

How the Linked Artes Gauge Works

When linked, the gauge fills with every hit, so multi-hit attacks and area-effect spells fill it more quickly. It only fills when the attacking character is linked, but linked party members fill it too. The gauge is divided into five segments and you can use one Linked Arte per area. When one area is full, you must use a Linked Arte before the next segment can start filling. An icon may appear when you use an arte while linked. This is your cue to press R2 to active the Linked Arte. When all five segments are filled, you can enter Over Limit.

Fill Your Linked Artes Gauge with Support Abilities

When your linked partner uses support abilities, it will greatly fill your Linked Artes Gauge.

- Jude, Leia, and Gaius fill it 200 points.
- Milla, Alvin, Elize, and Rowen fill it 100 points.
- Muzét fills it 2 points.
- Ludger fills it by however much the character he's mirroring would fill it.

Common Linked Artes and Unique Linked Artes

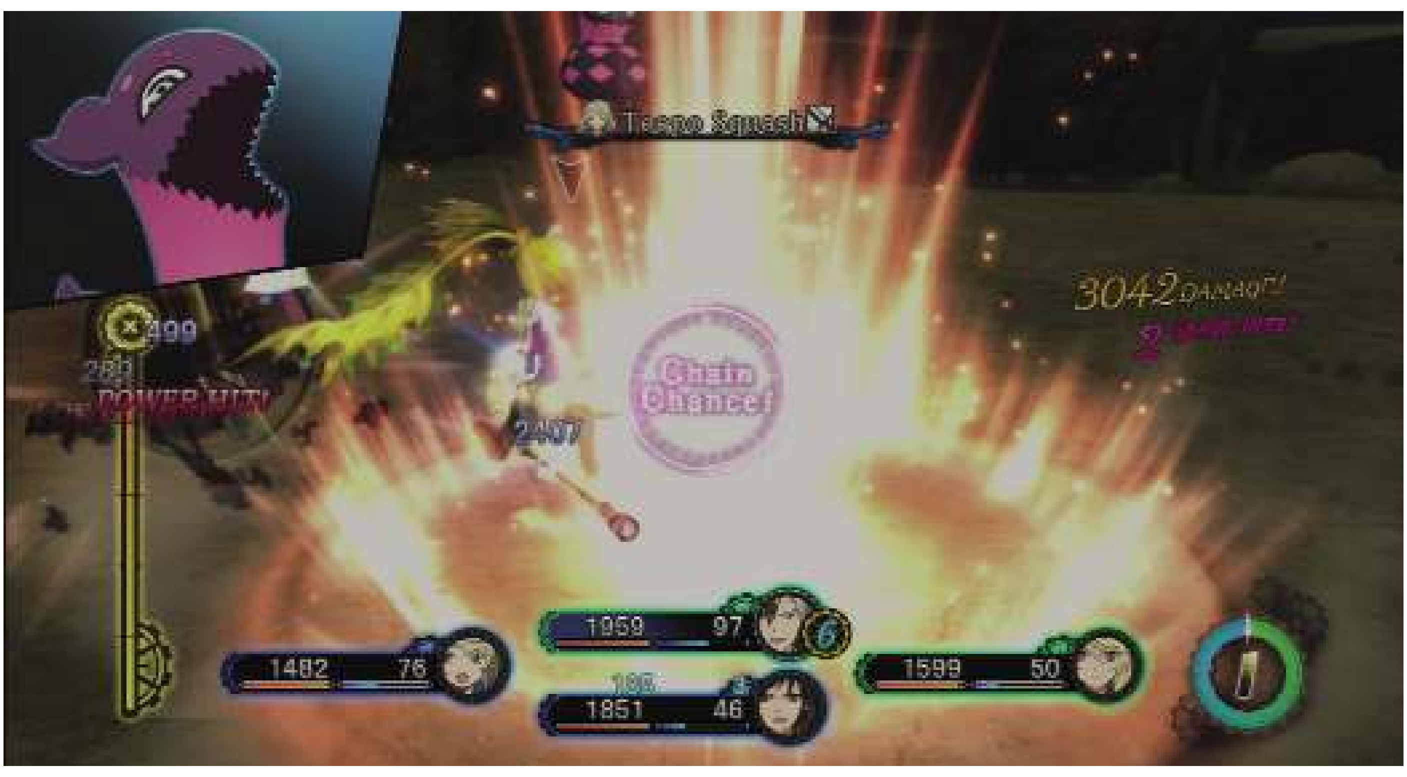
5043 DAMAGE!
2007 164
1587 84
1878 78
1776 200

There are two kinds of Linked Artes. Unique Linked Artes are a combination of two specific artes, and have unique names. Linked Artes that are not based on specific artes are common Linked Artes. For example, if Ludger uses arte A and Jude uses arte A, they can combine to form the Linked Arte A-Linked Arte. But if Ludger uses arte B instead, that doesn't have a corresponding arte from Jude, so they'll use the Link Charge common Linked Arte instead. Common Linked Artes have four types: Cannon (projectile), Pillar (bashing), Charge (lunging), and Edge (sweeping area effect). The type you use will depend on your linked partner. The letter at the beginning denotes its elemental type (F for Fire, A for Water, W for Wind, E for Earth, L for Light, S for Dark). This is determined by the pairing of characters who use it. Ludger has different common artes for all of his weapons.

Boosting Linked Arte Power

Linked Artes gain in power when triggered off of using powerful artes, because the power of the original arte is added to the power of the Linked Arte.

Performing Combos with Linked Artes Chains


Tengo Squash
Chain Chance!
3042 DAMAGE!
POWER HIT!
1959 97
1482 76
1851 46
1599 50

Game System

Using Over Limit

Ritual of Destruction

When you fill the fifth area of the Linked Artes Gauge, you'll temporarily enter Over Limit.

Over Limit Properties

- Over Limit lasts 10 seconds, but skills and time-related bonuses with your linked partner can extend it.
- You can't get staggered while in Over Limit and actions do not consume AC or TP.
- You can use Linked Artes at the cost of one Linked Artes Gauge region.
- You can use Linked Artes chains.
- If you know the right skill, you can use mystic artes and linked mystic artes.
- Your linked partner gains all of the above bonuses as well.

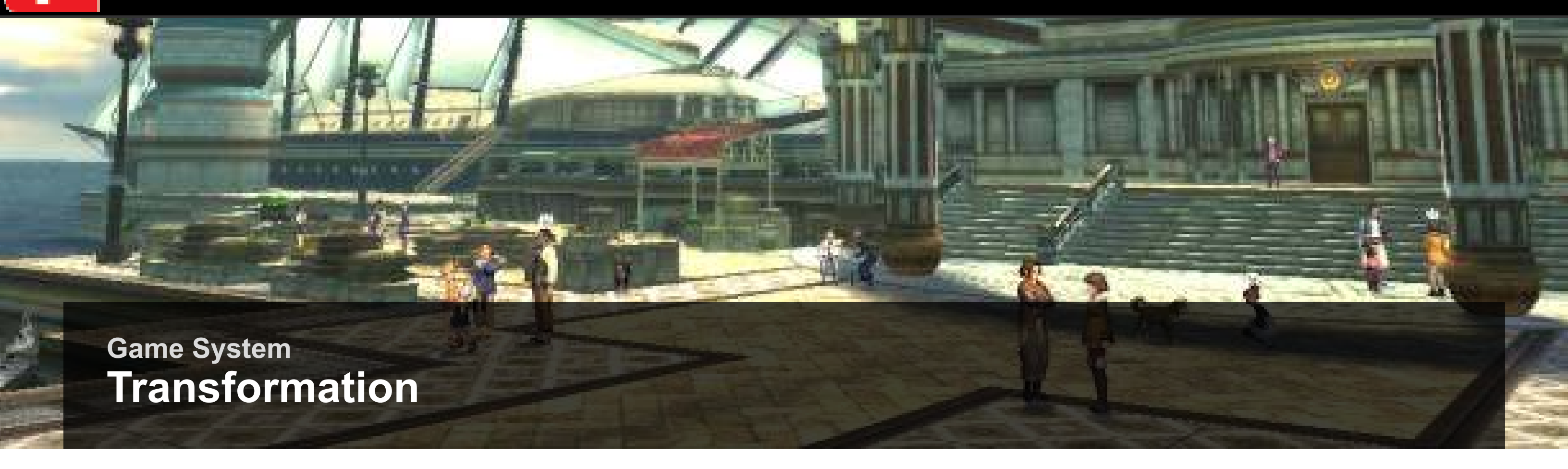
Finish Your Over Limit with a Mystic Arte

Mystic Arts

If you set the Special skill, you can perform a mystic arte during Over Limit. Mystic artes are attacks that always hit and deal large amounts of type-less damage.

Additionally, the Special Linked Artes skill lets you perform linked mystic artes with a character with which you have a high enough level of affinity, and Jude and Milla can use a special linked mystic arte with the Special skill.

- If the player character has the Special skill set, you can press and hold ✕ during a Linked Arte in Over Limit to perform a mystic arte.
- If your partner also has the Special skill set, press and hold L1 + ✕ to perform the partner's mystic arte.
- If you have the skills Special and Single Artes set, during an Over Limit you can hold ✕ after performing an arcane arte to perform a mystic arte. Note that this won't work if the arcane arte was blocked or missed.
- If Ludger and his partner both have the Special skill equipped, press and hold R2 during a Linked Arte performed during Over Limit to perform a linked mystic arte with Ludger. You can also do this if you're playing as a character with those skills set and are linked with Ludger as your partner.
- Milla and Jude can do a linked mystic arte together if both have the Special skill equipped.
- Performing any mystic arte will end Over Limit.



Game System

Transformation

You gain the ability to transform in Chapter 6. This powerful mode is activated by pressing L3 and R3 at the same time. Combat ability is greatly enhanced in this mode and it is impossible to die while transformed.

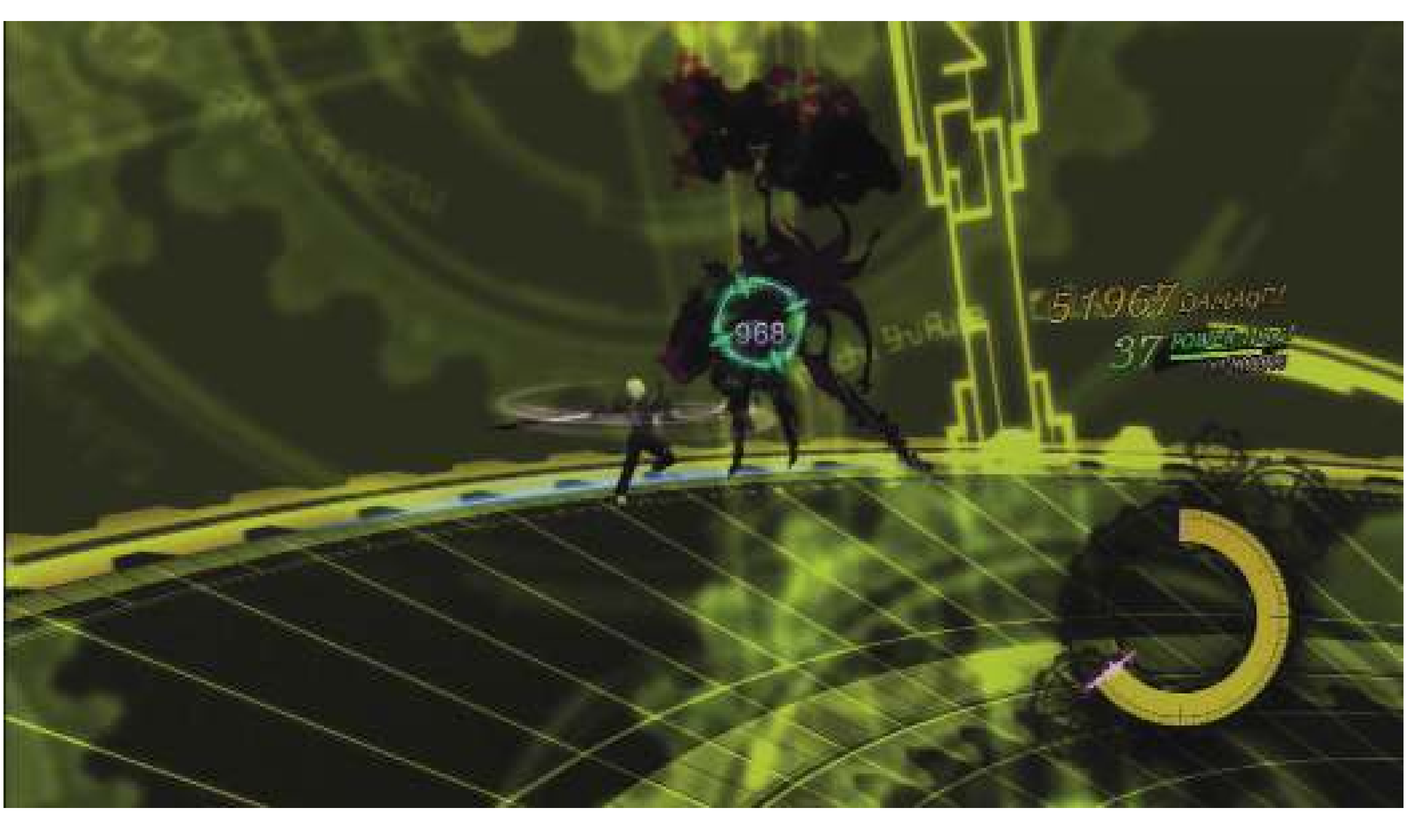
Transformation Properties

- The chromatus gauge appears whenever Ludger participates in combat.
- It takes 40 seconds of combat for the gauge to fill one bar (not counting time spent KO'd or during free run).
- You can transform at any time, except for during enemy mystic artes or when KO'd.
- The gauge has four bars, and the number used when activating it increases its power.
- You can't use the menu when transformed.
- Your weapon while transformed has P.ATK 89 and M.ATK 77 as its stats.

Transformation Differences

- Your attacks and artes all change to new forms, and all deal type-less damage.
- You cannot be staggered or take damage, although taking damage shortens the duration of the transformation.
- You have no AC or TP, so outside of the recovery windows of individual moves, you can chain combos freely.
- Ludger gets a stat boost. The power of the boost varies based on how many gauge bars were used.
- Combo counter changes: combos are now tallied for every enemy you hit, not just the targeted one (so hitting a group of four enemies with a three-hit combo adds 12 to the counter).
- Enemies don't disappear when killed during combos; you can keep hitting them until the combo ends.

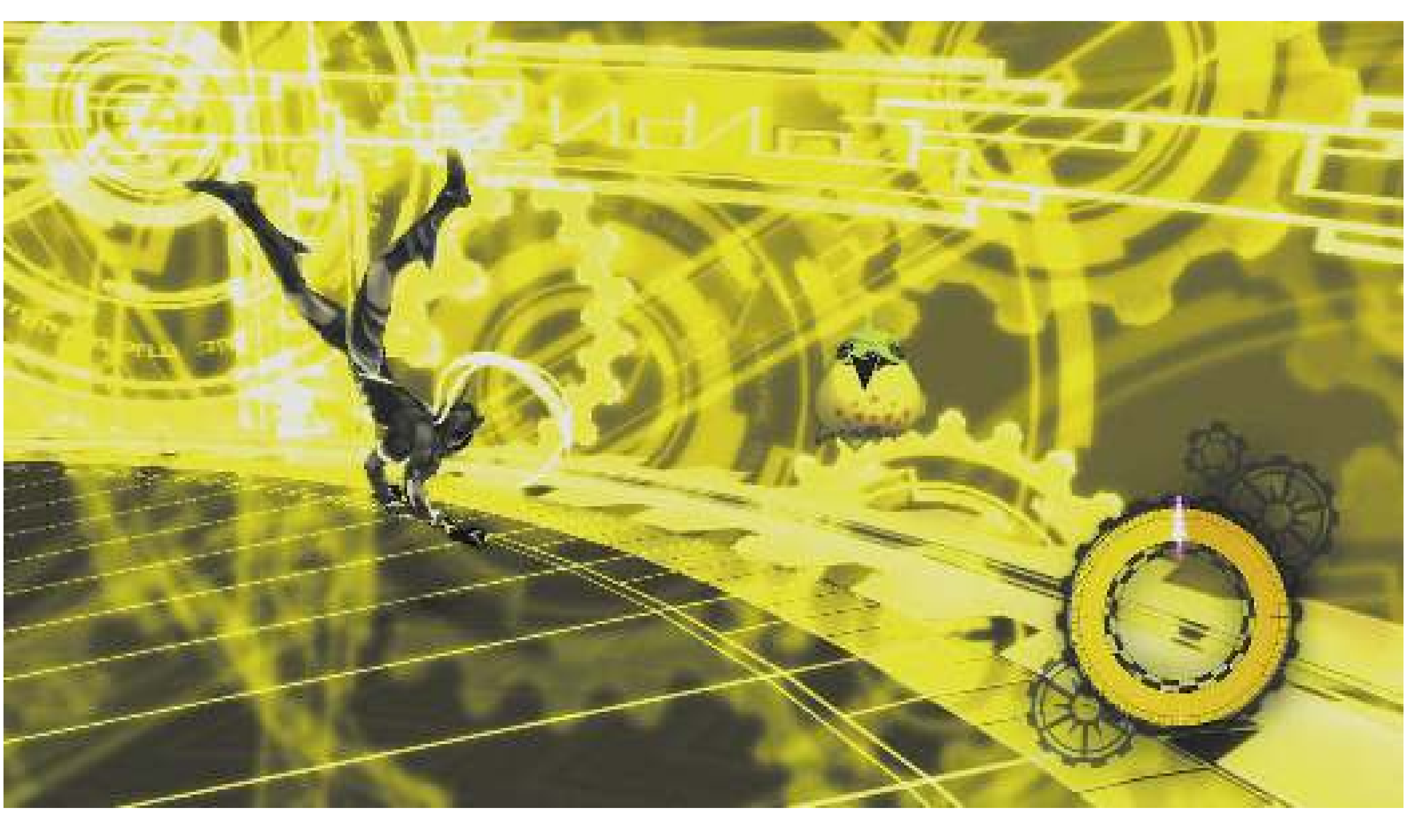
Transforming During a Weakness-Exploiting Combo



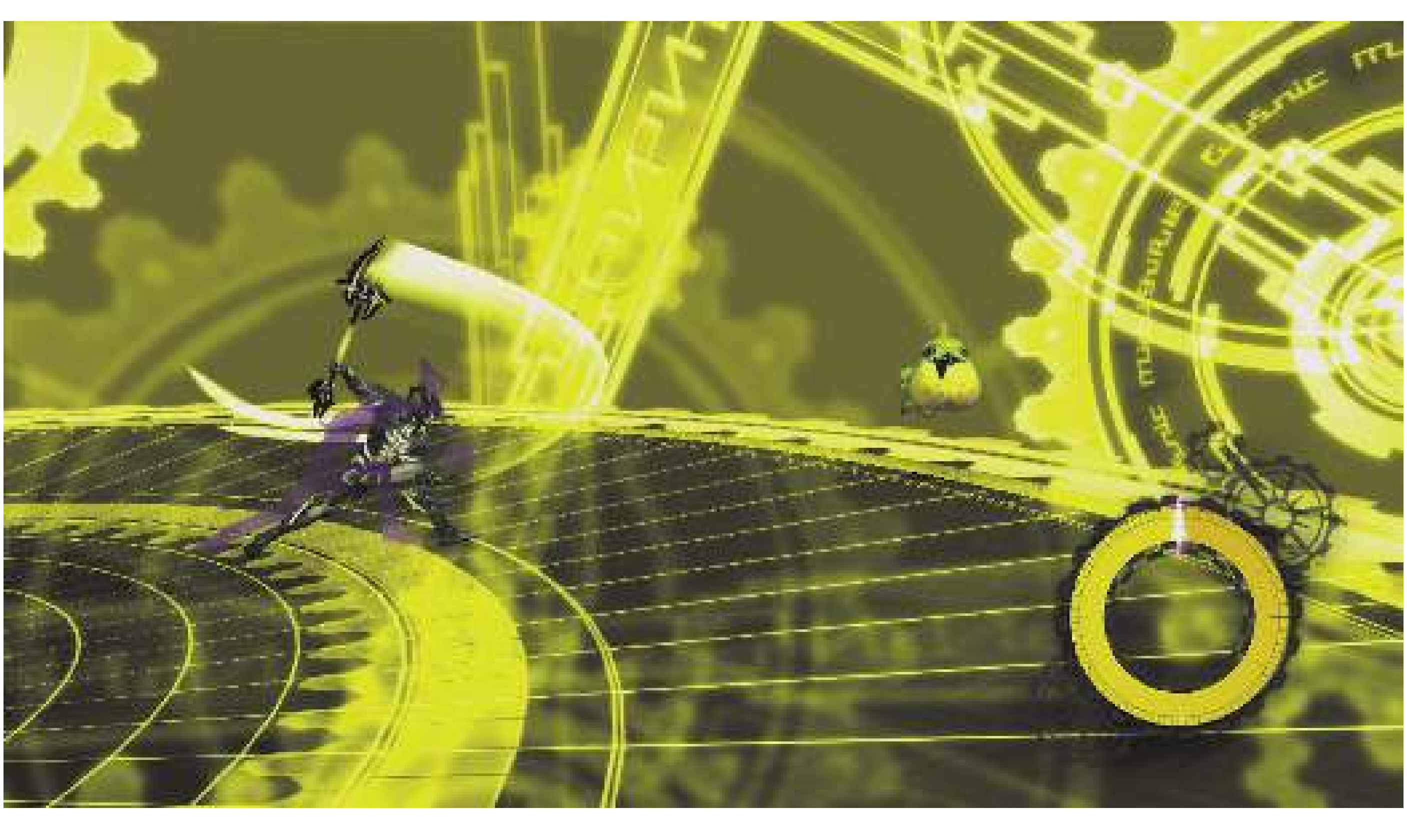
One disadvantage of your transformed form is that since your damage is type-less, you can't exploit damage-type weaknesses. However, you can set up a weakness-exploiting combo and then transform in mid-combo, allowing you to continue the combo with the damage multiplier you'd previously earned. If you do this, the combo timer gauge will stop, so you can continue the combo indefinitely. (You also won't need to worry about enemy counterattacks.) Setting up a combo damage multiplier allows you to deal maximum damage with your transformation.

Action Differences When Transformed

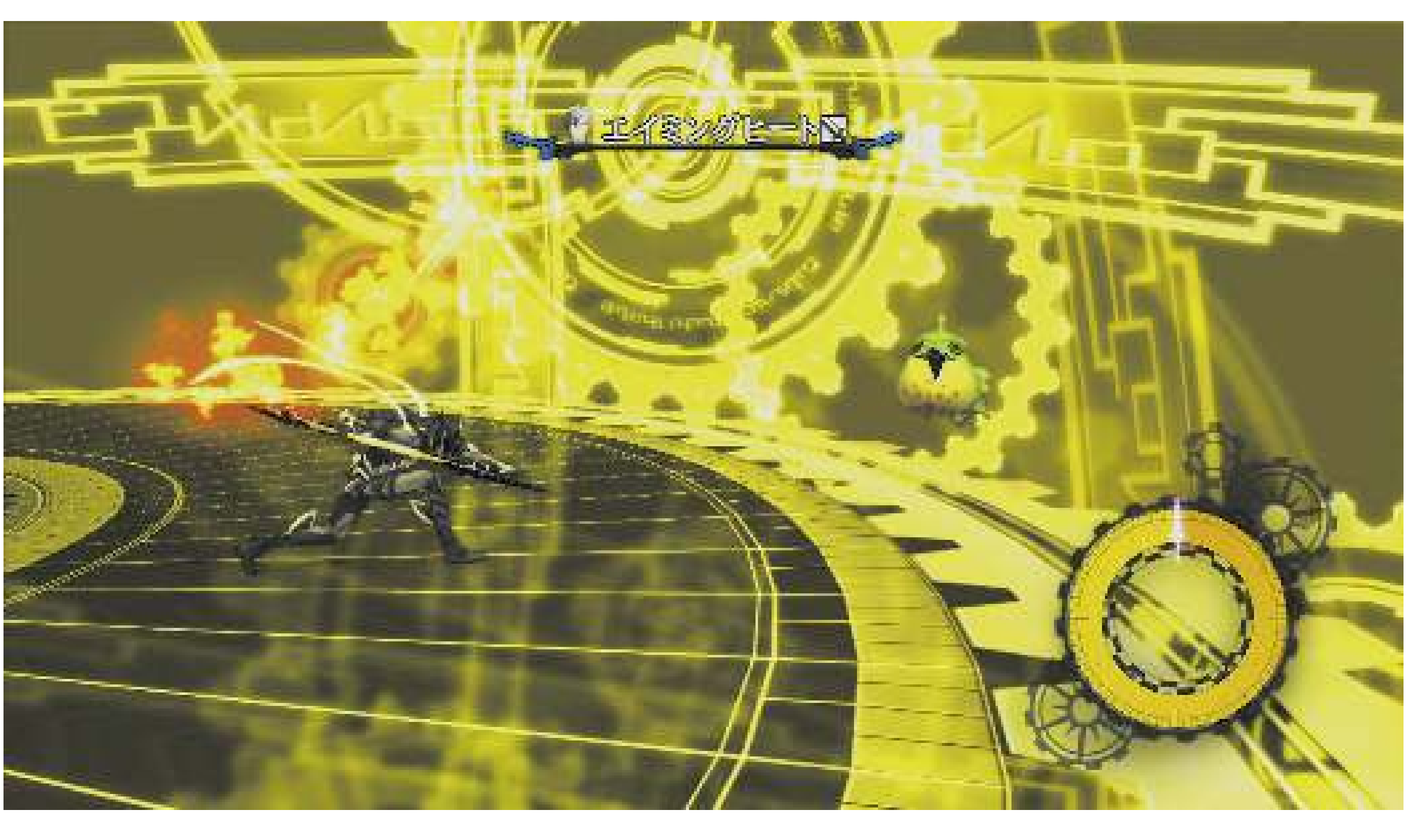
You use transform-exclusive artes when transformed, regardless of the artes you'd set. Overall, you're more powerful, faster, and attacks have wider range. If you use at least two transformation bars, you'll have access to a mystic arte, but using it will end your transformation, so use it last.



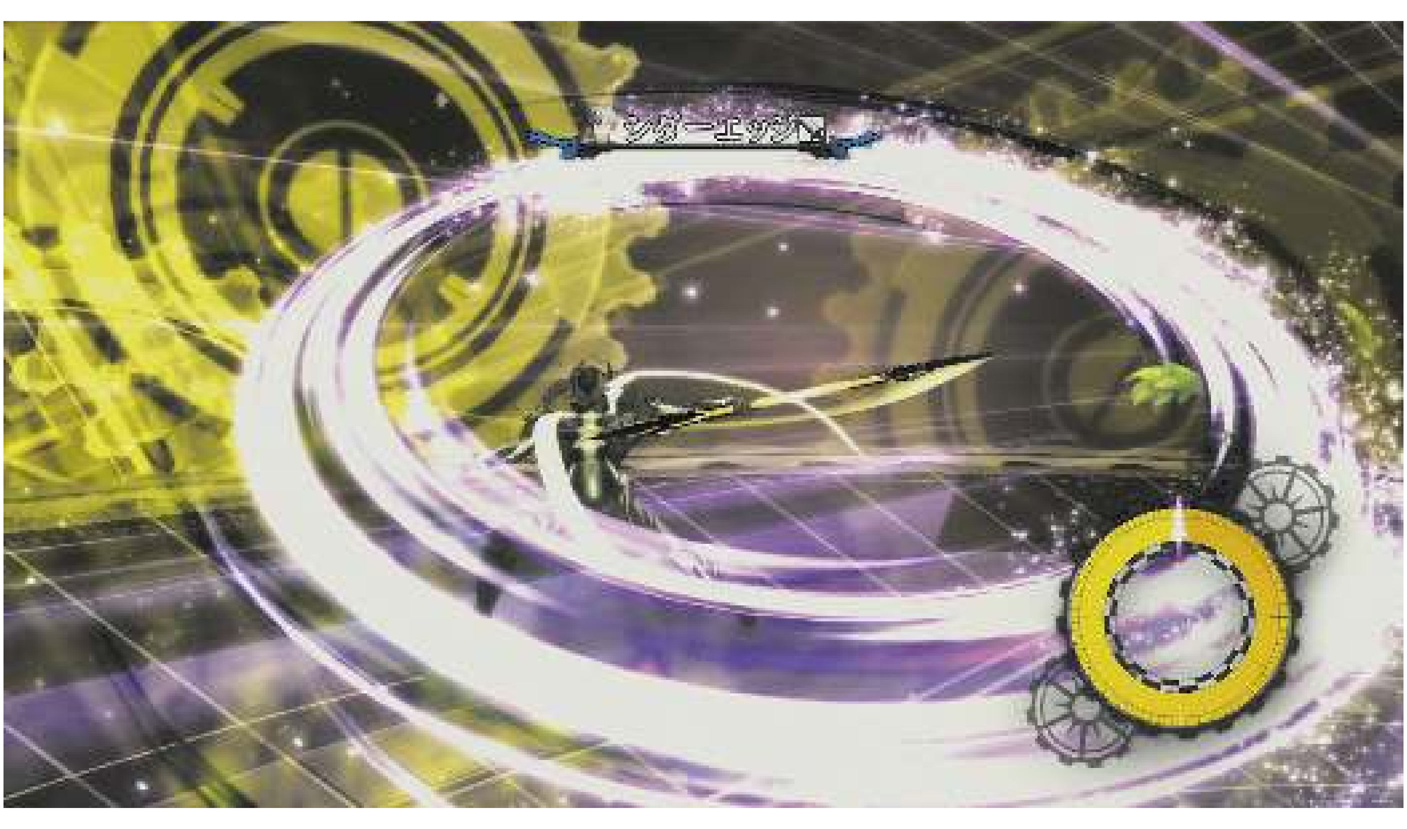
Movement: You can still move, free run, jump, and perform quick-steps. Your back-step is a slower flip and your front-step warps you to your target.



Basic Attacks: You no longer have different attacks based on directional input, but while jumping you have new attacks for ↑ + ✕, ← / → + ✕, and ↓ + ✕. Consecutively pressing ✕ while on the ground will result in a five-attack combo that ends with an arte.



Strong Attacks: You have new attacks for L1 + ✕ and L1 + ← / → + ✕. If you used two transform gauges, you can press ✕ after a L1 + ✕ hit to perform a mystic arte, even if the previous attack was blocked.



Artes: Your manually selected artes are ignored in favor of preset artes for each direction + ✕. You can also press ✕ repeatedly one to four times and then tap ✕ again to use a fifth arte.

Power Differences per Transformation Stage

As you play through the game, you'll earn four transformation levels.

Stage	Earned At	Bonus
1	Chapter 6	Ludger's P.DEF and M.DEF are doubled (at this level only).
2	Chapter 8/9	Artes have wider range, can use mystic arte, P.ATK and M.ATK up 30%.
3	Chapter 15	When fighting on ground, Ludger has a shadow that doubles the hits from his normal attacks, P.ATK and M.ATK up 60%.
4	Chapter 16	Some artes gain additional hits, new mystic arte, P.ATK and M.ATK are doubled.

How Skills and Damage Affect Transformation Duration

Regardless of the stage, the transformation lasts 20 seconds. Skills can lengthen the time you can stay transformed. Receiving damage shortens this; if an attack would deal damage equal to 20% of your max HP, you'll lose 20% of your transformation time instead.

Skill Bonuses

- Kresnik gives you 5 extra seconds of transform time if you transform in mid-combo.
- Kresnik 2 halves the speed at which your chromatus gauge drains when in mid-air.
- Overdrive halves the speed at which your chromatus gauge drains when you perform a taunt.
- Chromatus Drive makes your chromatus gauge fill 50% faster if Ludger has 30% or less HP.
- Affinity Bonuses: If you have over 6000 points of affinity with your linked character, your chromatus gauge will fill 5 seconds faster. If you have over 12,500 affinity points with your linked partner, you gain 5 additional seconds when transformed.
- Transformation Bonus: If you set the skill Break-In, you'll get a +0.01 second bonus for each time you've transformed previously, up to a max of 10 additional seconds (for 1000 transformations).

Enemies

The Four Enemy Types

Enemies are divided into four types. You can see their type if you target them with R1 and look at their icon (see chart). Some linked partners are better than others against certain enemy types.

Combat Types

Enemy Type	Description
Power	Uses attacks that knock down or knock back, have strong guard
Speed	Fast movement speed
Magic	Attacks mostly with artes
Boss	Strong foe that attacks in event battles or as Elite Monsters

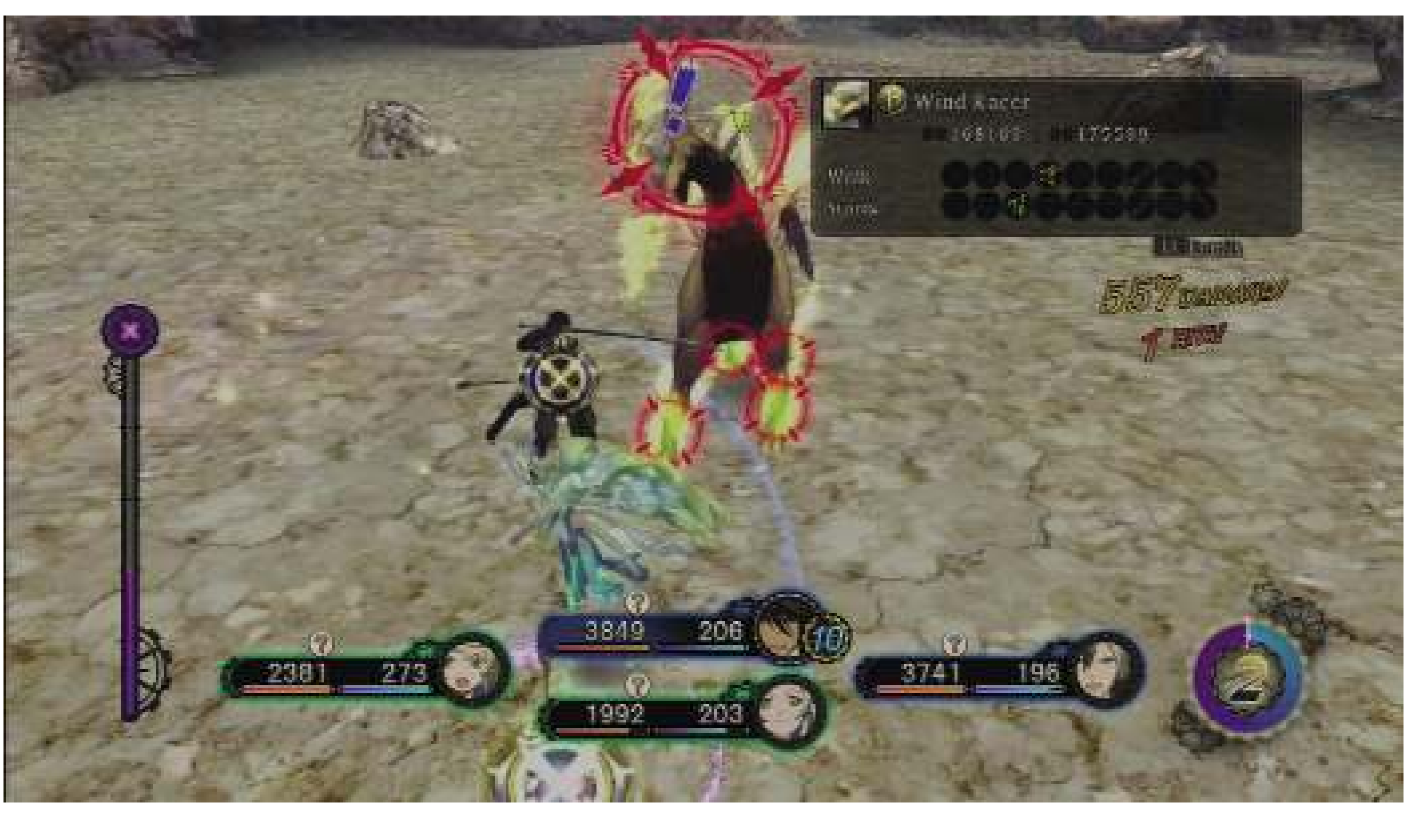
Enemy Levels Change Over Time

Enemy levels have a range in each area. For example, Sapstrath Deepwood is 23–41 at Chapter 7. The initial level matches your party's average level when they enter the area for the first time, so if it's 25, the enemy is level 25. If it's less than 23, the enemy is 23. If it's more than 41, the enemy is 41. At certain levels and in Character Episodes, the enemy level range changes, and their level is recalibrated to your current average level.

Special Enemy Behavior

- Most enemies have a 10% chance of using a get-up attack, but bosses have a much higher chance.
- Most enemies have a 10% chance of recovering from being knocked back, but bosses typically recover from a fall 80–100% of time.
- Counterattacks occur after you hit a certain preset number of times. Usually a red ! appears at that point. Enemies can't counterattack during weakness-exploiting combos.
- Some enemies use items. You can steal them with Item Steal so they can't use an item.
- Enemy Over Limit lasts 10–20 seconds. During this time they can't be staggered and if they hit with their arcane arte they can use their mystic arte.
- Some enemies have skills, including most human foes, Odin, and a few Elite Monsters.

Aim for Weak Points for Critical Hits

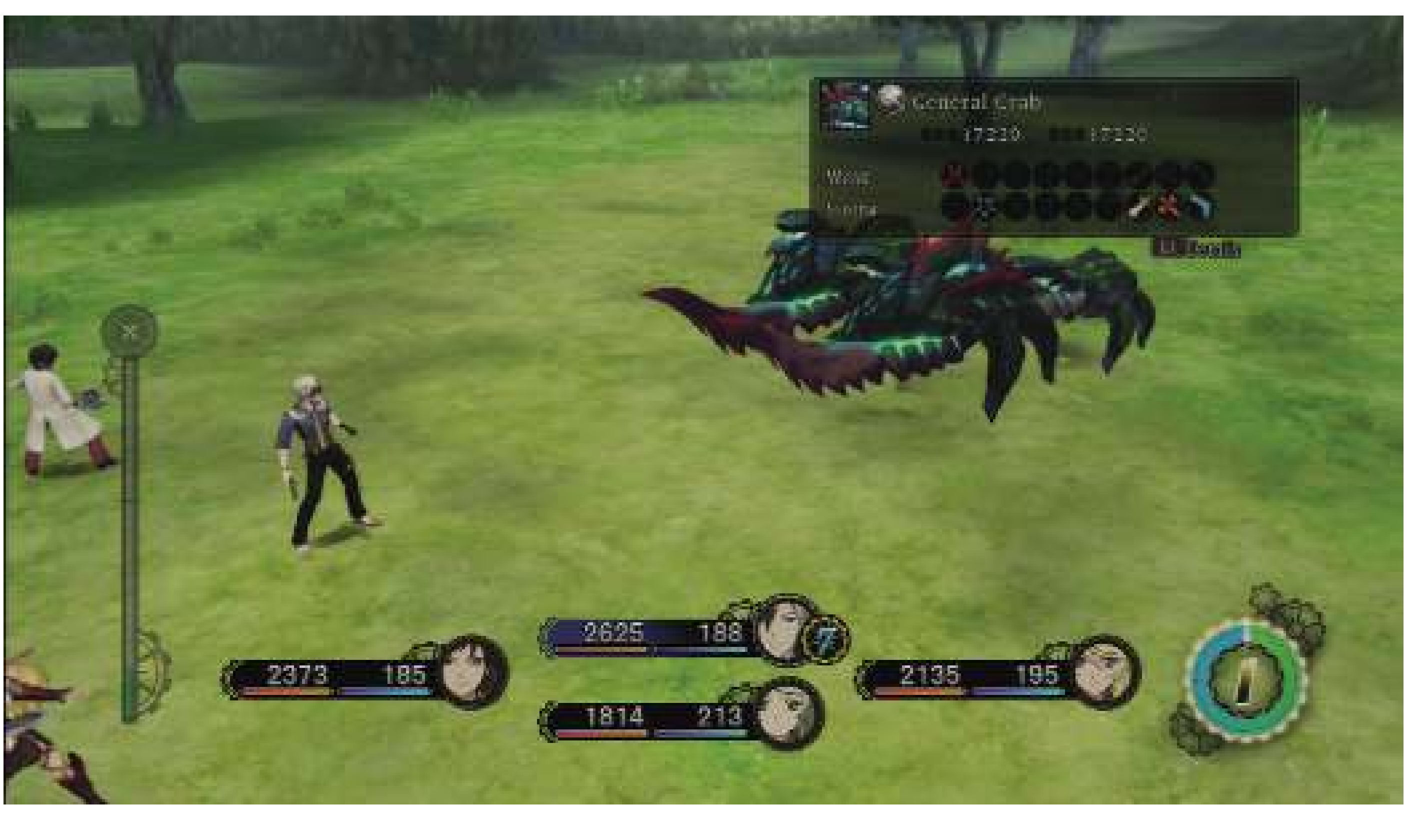


Some bosses have weak points and you'll always score critical hits if you hit them there with an attack that does any damage (even if they're resistant to it). You can see them (as red circles) if you press R1 when you have Ludger's Reconaissance skill set.

Defeat Enemies to Boost SP

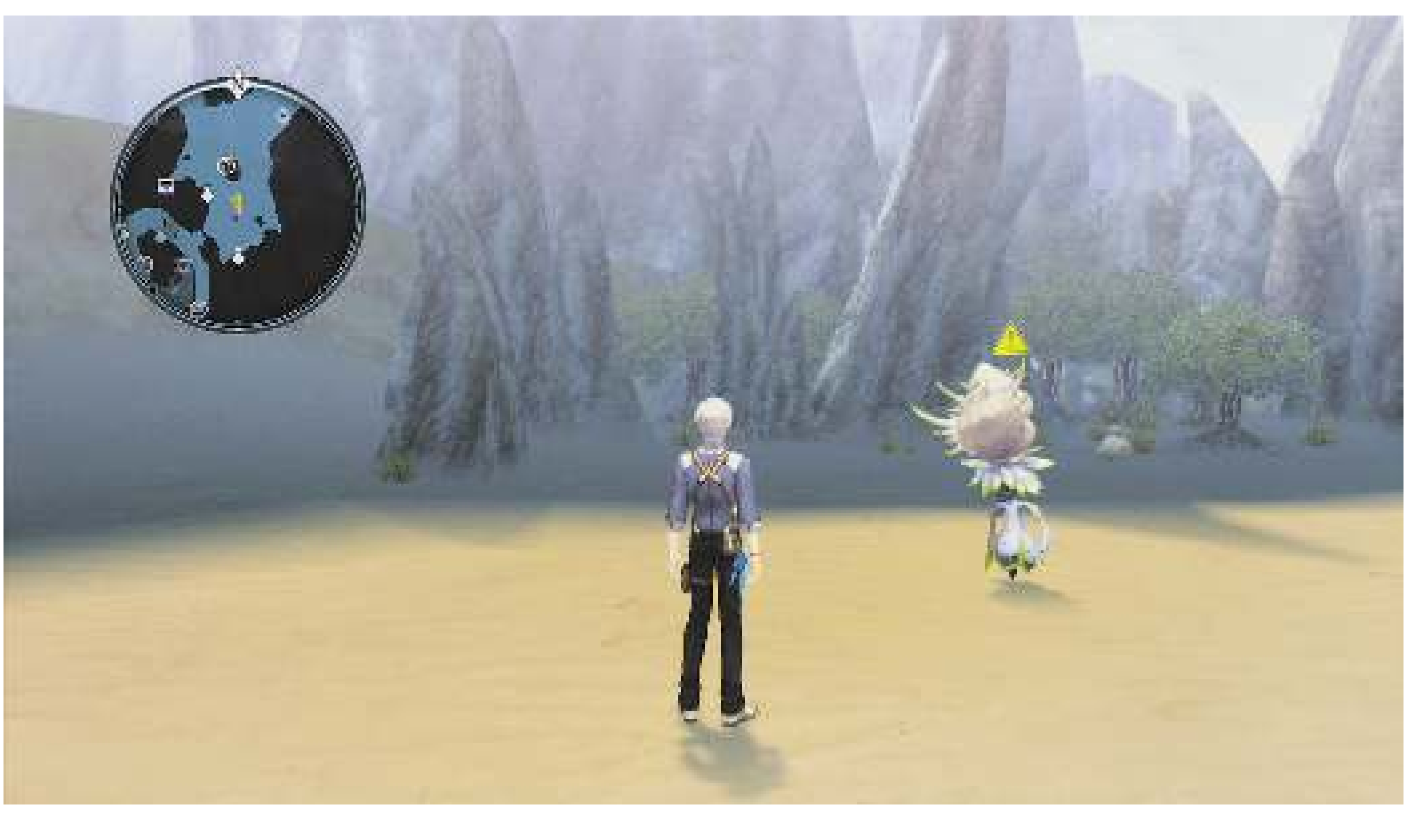
You begin with 3 SP, and each time you learn a skill, you gain SP equal to half of what it would cost to set it. Each character has certain enemies they can defeat to earn additional SP bonuses. These foes differ for each character, and there are usually 26–36 foes per character. Enemies in areas you can't return to and foes you only battle once are not counted. There are two to three stages of SP bonuses, so keep battling foes for higher SP bonuses! You can see which monster corresponds to which character, how many you've defeated, and how many you need to defeat to earn bonuses in the in-game Enemy Data menu.

Target the Highest Priority Enemy



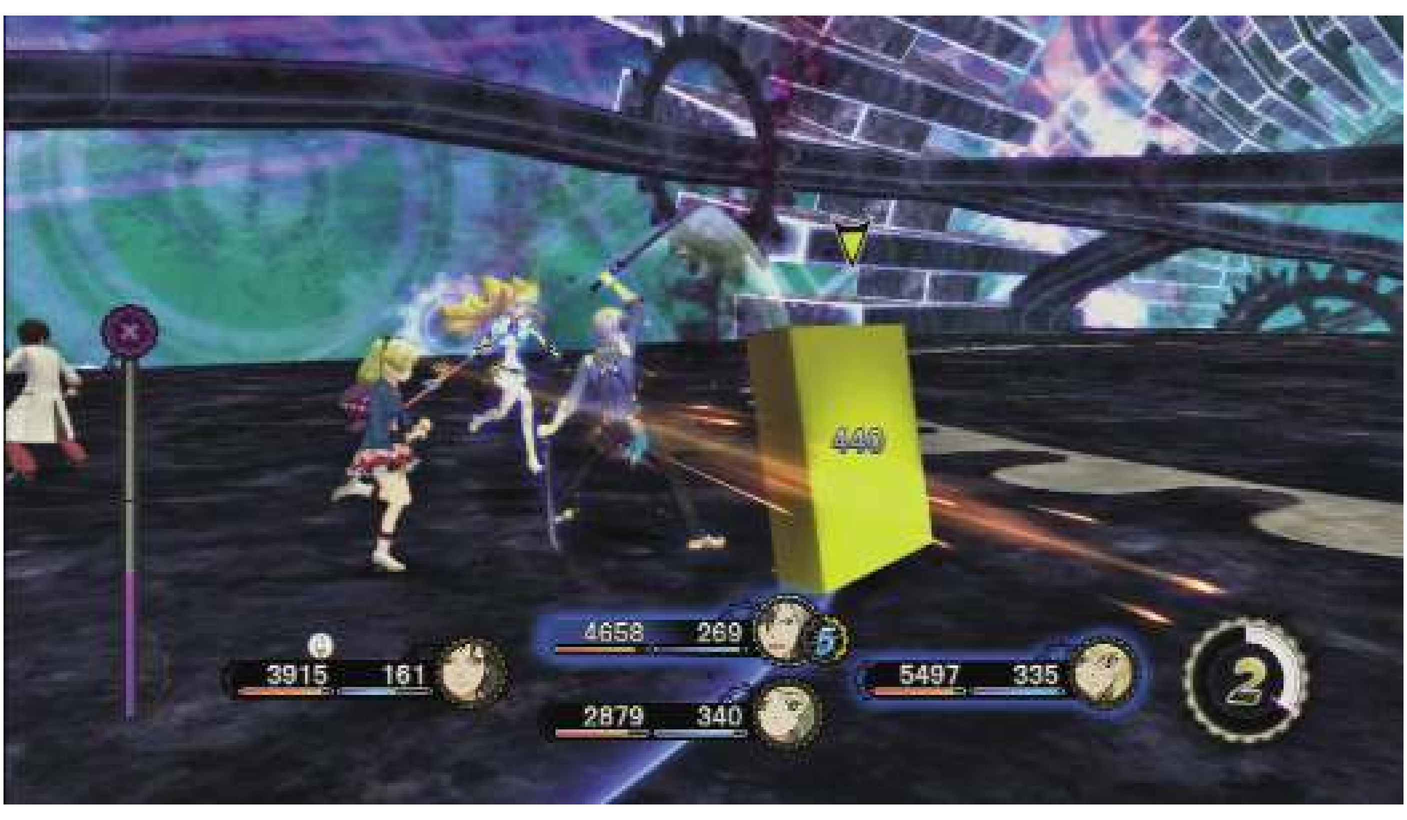
The first "move" you should make is to check your enemies' stats and prioritize which foe to tackle first. The decision is pretty simple—attack the most dangerous foe first. Yet, there are times when you want to remove weaker enemies first if one of them has a lot of HP (especially with bosses). The goal is always eliminate the biggest threat, but sometimes that means clearing a path by wiping out other foes first. At the start of combat, hold R1 and use the left stick to choose a target to check enemies' HP, resistances, and so on.

Special Enemies



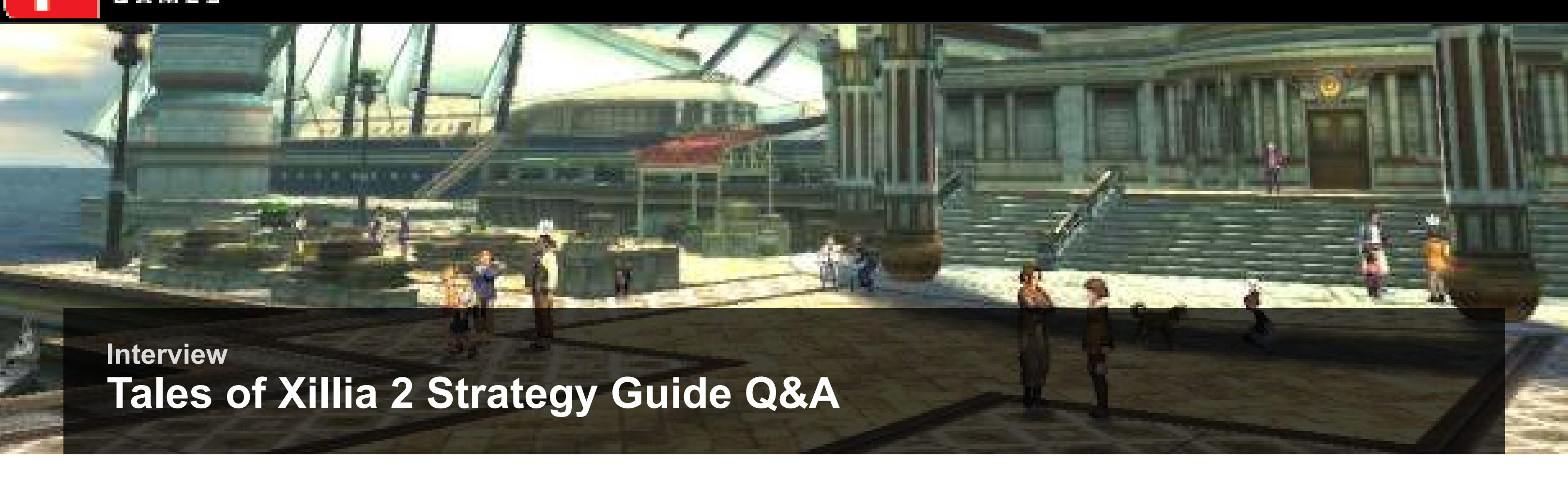
Enemies with a ! on a yellow triangle are strong enemies who are one difficulty rank higher than your current level.

There are also two rare enemies that appear about 5% of the time when you enter an area.



The Bacura has extremely high defense and can't be staggered. You earn lots of EXP and elemental ore for defeating them.

The Gald Freak has an Iron Stance and attacks with counterattacks. It gives lots of gald when defeated.



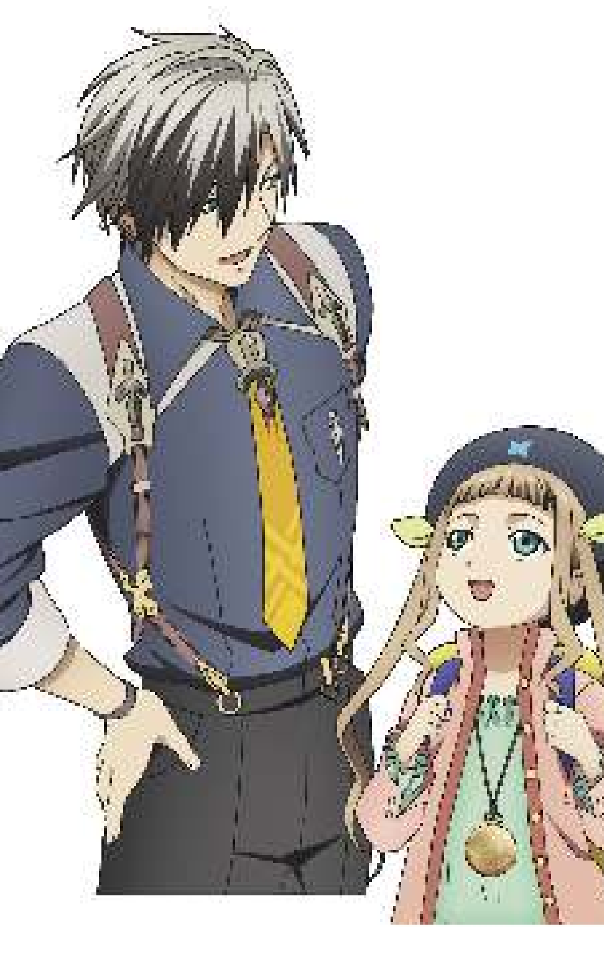
Interview

Tales of Xillia 2 Strategy Guide Q&A

Hideo Baba

What was the reason for creating a sequel so soon after the original *Tales* of Xillia's release?

Tales of Xillia was developed as the series' 15th anniversary title in Japan and we had created so many reference materials compared to past entries in the series, including those of the first collaboration in fifteen years between Inomata Sensei and Fujishima Sensei, and the plot and history of the world following it. The roots of the concept for *Tales of Xillia 2* was when we started the thinking that if there was any way we could portray an even more appealing story by utilizing the various plot points that were not fully portrayed in the world of Xillia but was originally created as reference for the original. So it is one of the reasons why a sequel was created since especially in regards to the world of Elympios, it was not deeply portrayed, and I thought of portraying a drama of the adventure of a new main character in this world and deepening the relationship between the prior title's characters.



Tales of Xillia 2 seems to be very well regarded by fans of the series. Is making numbered sequels with the same cast and world a model you think you'll pursue with future *Tales* titles?

In *Xillia 2*, the story unfolds with a dual focus on the main characters Ludger, Elle and Julius (Ludger's brother) and on the keyword "choice." It has been well received for including the answer to the story beyond their destiny due to their decisions. For the future,numbering titles and sequel developments relate to the content and development of each individual title so I would not know until I actually create the new installments.

Aspects like free choice, an episodic structure, and a silent protagonist haven't traditionally been a part of the *Tales* series. Did you feel making a sequel gave you more freedom to experiment?

In Xillia 2, since it does have a 2 in its name, the impression of it as a sequel may be strong, but with a new main character, worldview, story, etc., it is basically created as a new title. Moreover, we have depicted various ways in which we would like to have the players themselves become the main character and feel the weight of the decisions by weaving in the keyword "choice" as the game's concept and messaging within the gameplay. Therefore, it's not created as an experiment but as a new focus in the storytelling.

It is a title that we have developed through much trial and error and finally came up with a proposal of the new gameplay and new experience.

Now that your work on ToX2 is complete, do you consider these experiments to have been a success?

Since we have developed the title with the conviction that this is an official flagship product, it is not at all experimental. We believe that *Xillia 2*'s proposal to explore the new gameplay elements and new experiences were enjoyed by many people.

ToX2 seems more violent and more tragic than past games in the series. What inspired its darker tone?

This time the keyword is "choice," and I believe we make many choices of our own in our daily lives. That means that the future of our lives is created by the choices and that the choices change the future. In thinking that we would like to seriously think about the future that would have occured if the other choice was taken, we developed this kind of atmosphere. In addition, I wanted to simultaneously portray the "immorality" from the fact that you need to destroy the world that you live in the game because it is not the real world, and we ended up with an atmosphere depicted that has not existed in prior series before.

Did the development of *Tales of Xillia 2* begin before the release of *Tales* of Xillia? Did player feedback about Xillia affect the development of Xillia 2?

We had started the planning for *Xillia 2* at the time when the development of Xillia was almost over, with the reasoning I explained earlier. We have developed *Xillia 2* with the mindset to put as much as possible within it since we were developing at a stage when we were hearing the feedback of *Xillia* from fans right after its release.

What unexpected challenges did you face in the development of *Tales of Xillia 2*?

The most difficult challenge was that the development schedule was very tight.

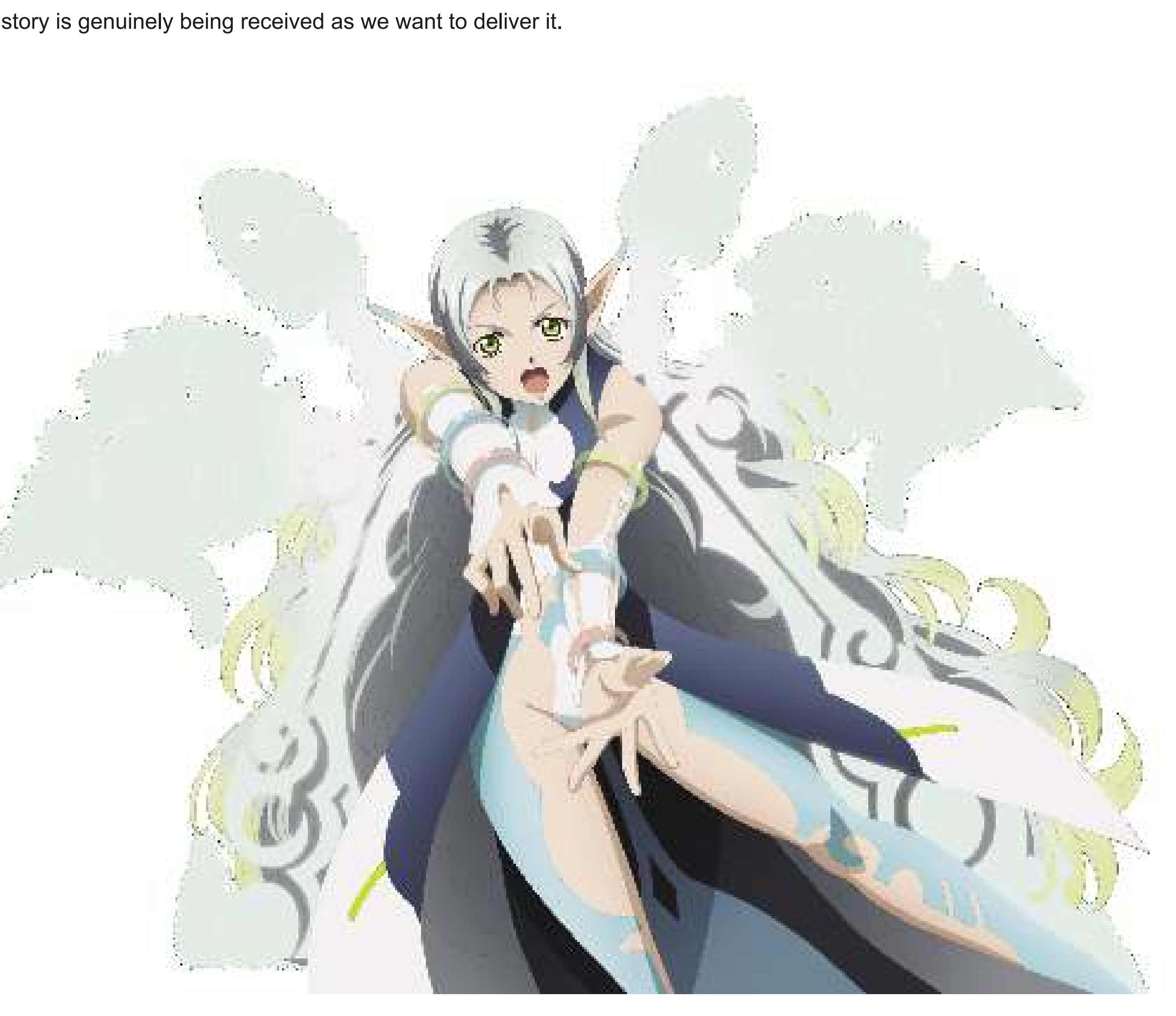
Generally, the systems, characters, and world change in every installment of the *Tales* series. What do you consider to be the core elements of the series that will never change?

I believe that the unchanging core parts are the theme of "coexistence" which is important to structure the story, the linear motion battle system, and the world depicted in the gentle, warm atmosphere like that of anime or watercolor paintings.

Did any aspects of the reception to *Tales* of Xillia surprise you? Were there any characters or mechanics that were received differently in western markets?

There's a part where I had realized a very interesting thing during the overseas development, but first of all, the Japanese *Tales* series users are very polite and genuinely love the *Tales* series. I once thought that there would be a different impression overseas because of the differences in the living environment, but overseas fans are the similar to Japanese fans, and they are very polite and genuinely enjoy *Tales*. I have been speaking and meeting with many fans in various countries during events overseas, and it has become a fun and very sweet memory in communicating with everyone no matter which country I went to.

Therefore, rather than users receiving the game differently, it is the same impression as Japan and I feel that the gameplay and story is genuinely being received as we want to deliver it.

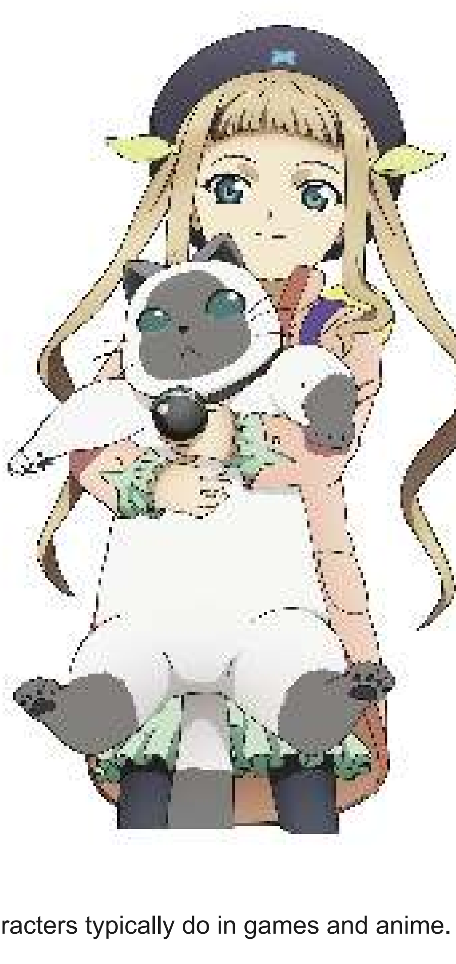


Why did you decide to bring the villains of *Tales* of Xillia (Gaius and Muzét) back as playable characters?

In *Xillia*, we have portrayed the flow of how the world should be and the relationship between Jude and Gaius. In *Xillia 2*, we have portrayed them as an image of challenging their maximum limits in what they could each do for the world, and Gaius, understanding and soul connected, is portrayed in Ludger's company as well.

Which characters in the game's cast were easiest to bring to life? Which posed the greatest challenges?

Well well (laughs), every character is not so easily born each time so everyone was very difficult.

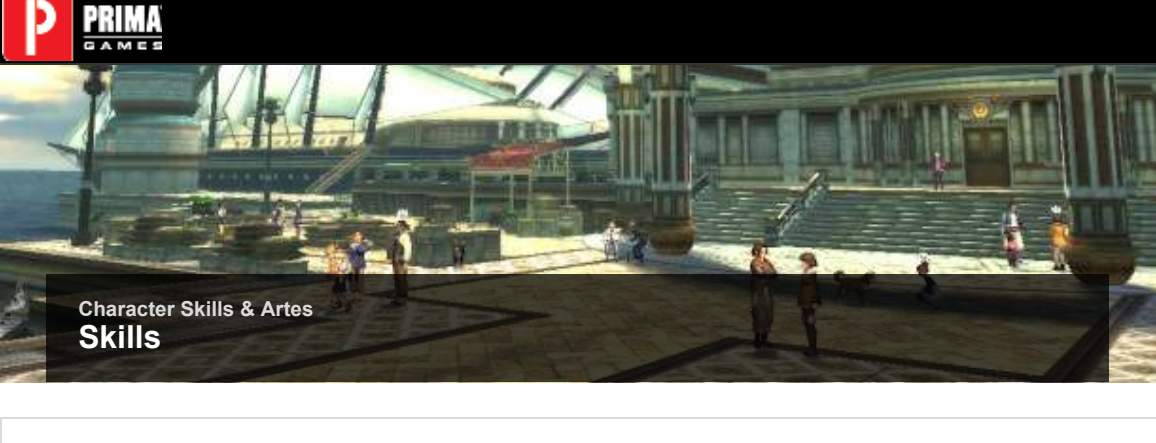


Elle seems much more real than child characters typically do in games and anime. Did anyone in particular serve as an inspiration for her?

Elle is also a girl that has been made completely original, so there is not someone in specific as the model we referenced. As you mention, it is a premise that we depict a very typical girl. Don't you think she's cute?

Have we seen the last of Rollo?

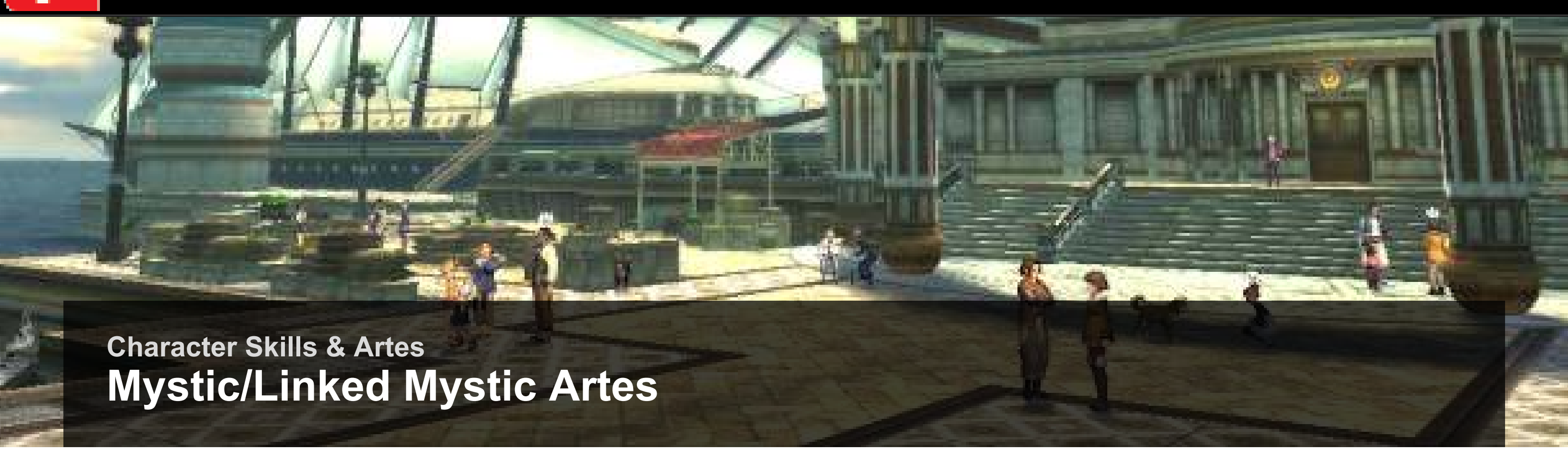
Maybe we will not be able to meet him within the new worlds of the series. I would be happy if you visit the world of *Xillia 2* often in order to come and see him.



Character Skills & Artes

Skills

Name	Linked Skill	SP	Ludger	Jude	Milla	Alvin	Elize	Rowen	Leia	Gaius	Muzét
Minimum Damage	√	0	√	√	√	√	√	√	√	√	√
HP Absorbed	√	4	√	—	—	—	—	—	—	—	√
HP Gain	√	6	√	√	√	√	√	√	√	√	√
HP Gain 2	—	4	√	√	√	√	√	√	√	√	√
HP Restoration Guard	√	6	√	—	√	—	√	√	—	—	√
Medicinal Meditation	√	2	—	—	—	√	—	—	—	—	—
TP Gain	√	10	√	√	√	√	√	√	√	√	√
TP Gain 2	—	4	√	√	√	√	√	√	√	√	√
TP Restoration Guard	√	6	√	√	—	√	—	—	√	√	—
TP Reversal	—	8	√	√	√	√	√	√	√	√	√
Earth Guard	√	8	√	—	—	—	—	—	√	—	—
Stable Shift	—	4	—	—	√	—	—	—	—	—	—
Multi-Item	—	24	—	—	—	—	—	—	√	—	—
Item Spawn	—	12	—	—	—	—	—	—	√	—	—
Item Knowledge	√	8	—	—	—	—	—	—	√	—	—
Focused Assault	—	4	—	—	—	—	—	—	—	—	√
Focused Spell	—	4	—	—	—	—	—	—	—	—	√
Water Guard	√	8	√	—	—	—	—	√	—	—	—
Fortune	√	18	√	—	—	—	—	—	—	—	√
Assault Step	√	12	√	√	—	—	—	—	—	—	—
Agility	—	2	√	√	√	√	√	√	√	√	√
Agility 2	—	4	√	√	√	√	√	√	√	√	√
Agility 3	√	8	√	√	—	—	—	—	√	—	—
Blunt Force	√	6	√	—	—	√	—	—	—	—	—
Increased Tension	—	4	—	—	—	—	—	—	—	—	√
Increased Tension 2	—	22	—	—	—	—	—	—	—	—	√
Fury Stoke	—	4	√	√	√	√	√	√	√	√	√
Fury Stoke 2	—	2	√	√	√	√	√	√	√	√	√
Support Shift (Jude)	—	8	—	√	—	—	—	—	—	—	—
Support Shift (Milla)	—	8	—	—	√	—	—	—	—	—	—
Support Shift (Alvin)	—	10	—	—	—	√	—	—	—	—	—
Support Shift (Elize)	—	6	—	—	—	—	√	—	—	—	—
Support Shift (Rowen)	—	8	—	—	—	—	—	√	—	—	—
Support Shift (Leia)	—	8	—	—	—	—	—	—	√	—	—
Support Shift (Gaius)	—	8	—	—	—	—	—	—	—	√	—
Support Shift (Muzét)	—	8	—	—	—	—	—	—	—	—	√
Anti-Magic	—	10	√	—	—	—	—	√	—	—	—
Feign Death	√	2	—	√	—	—	—	—	—	—	—
Indication	—	4	—	—	—	—	—	—	—	√	—
Intelligence	—	2	√	√	√	√	√	√	√	√	√
Intelligence 2	—	4	√	√	√	√	√	√	√	√	√
Intelligence 3	√	8	√	—	√	—	—	√	—	—	—
Reconaissance	—	2	√	—	—	—	—	—	—	—	—
Wizard	—	22	—	—	—	—	√	—	—	—	—
Wizard 2	—	20	—	—	—	—	√	—	—	—	—
Jude Sync	—	2	—	—	√	—	—	—	—	—	—
Milla Sync	—	2	—	√	—	—	—	—	—	—	—
Wind Guard	√	8	√	√	—	—	—	—	—	—	—
Solid Guard	—	4	√	√	√	√	√	√	√	√	√
Warrior	—	14	—	—	—	—	√	—	—	—	—
Warrior 2	—	4	—	—	—	—	√	—	—	—	—
Aerial Armor	√	28	√	—	√	—	—	—	—	—	√
Aerial Guard	—	2	—	—	√	—	—	—	—	—	√
Aerial Jump	√	4	—	—	√	—	—	—	√	—	√
Aerial Jump 2	—	10	—	—	√	—	—	—	—	—	—
Air Swimmer	—	16	—	—	—	—	—	—	—	—	√
Aerial Spell	—	32	—	—	√	—	√	—	—	—	√
Aerial Dash	—	4	—	—	√	—	—	—	—	—	—
Aerial Bind	√	4	—	—	√	—	—	—	—	—	√
Aerial Backstep	—	4	—	—	√	—	—	—	—	—	—
Aerial Force	√	4	—	—	√	—	—	—	—	—	√
Aerial Revenge	—	4	—	—	—	—	—	—	—	√	—
Linked Action	√	8	√	√	√	√	√	√	√	√	√
Exchange	—	2	√	—	—	—	—	—	—	—	—
Exchange Plus	—	2	√	—	—	—	—	—	—	—	—
Energy Armor	—	32	—	—	√	—	—	—	—	—	—
Energy Barrier	—	20	—	—	√	—	—	—	—	—	—
Elemental Armor	√	8	—	—	√	—	—	—	—	—	—
Angel's Cry	—	32	—	—	—	—	√	—	—	—	—
Endurance	√	8	—	—	—	—	—	—	—	√	—
Auto Medicine	√	8	—	—	—	—	√	—	—	—	—
Auto Medicine 2	√	8	—	—	—	—	√	—	—	—	—
Continued Channeling	—	12	—	—	—	—	—	√	—	—	—
Overdrive	—	2	√	—	—	—	—	—	—	—	—
All Guard	—	20	√	√	√	√	√	√	√	√	√
TP Guard Support	√	2	—	—	—	—	—	—	—	√	—
Guard Impact	—	2	—	—	—	—	—	—	—	√	—
Heal Guard	√	8	—	—	—	—	√	—	—	—	—
Guard Plus	√	8	√	—	—	—	—	—	—	√	—
Reflective Guard	√	8	√	—	—	—	√	—	—	—	—
Counter Artes	—	12	√	—	—	—	—	—	—	—	—
Counter Chance	—	2	√	—	—	—	—	—	—	—	—
Bullet Vengeance	—	2	√	—	—	—	—	—	—	—	—
Keen Edge	√	4	—	—	—	—	—	—	—	√	—
Charismatic Stance	√	4	—	—	—	—	—	√	—	—	—
Speed Freak	—	4	√	—	—	—	—	—	—	—	—
Quick Motion	—	4	—	—	—	—	—	—	—	√	—
Quick Recover	√	4	—	√	—	—	—	—	—	—	—
Immediate Consumption	√	14	—	—	—	—	—	—	√	—	—
Crusher	—	4	√	—	—	—	—	—	—	—	—
Critical	√	8	√	—	—	√	—	—	—	—	—
Sustained Critical	—	16	—	—	—	√	—	—	—	—	—
Critical Damage	√	8	—	—	—	√	—	—	—	—	—
Kresnik	—	8	√	—	—	—	—	—	—	—	—
Kresnik 2	—	2	√	—	—	—	—	—	—	—	—
Kresnik 3	—	2	√	—	—	—	—	—	—	—	—
Grace	√	30	—	—	—	—	—	√	—	—	√
Level Restore	—	2	√	√	√	√	√	√	√	√	√
Back Support	—	2	—	—	—	—	√	—	—	—	—
Grounded Stance	√	32	√	√	—	—	—	—	—	√	—
Cross Counter	—	4	√	√	—	—	—	—	—	√	—
Snap Pivot	—	4	—	√	—	—	—	—	—	—	—
Snap Pivot 2	—	4	—	√	—	—	—	—	—	—	—
Snap Pivot 3	—	4	—	√	—	—	—	—	—	—	—
Conductor	—	2	—	—	—	—	—	√	—	—	—
Conductor 2	—	4	—	—	—	—	—	√	—	—	—
Conductor 3	—	12	—	—	—	—	—	√	—	—	—
Conductor 4	—	4	—	—	—	—	—	√	—	—	—
Point Conversion	—	4	√	—	—	—	—	√	—	—	—
TP Combo Support	—	2	√	√	√	√	√	√	√	√	√
Spell Combo	—	4	—	—	—	—	—	—	√	—	—
Combo Siphon	—	2	√	√	√	√	√	√	√	√	√
Lottery	—	4	√	—	—	—	—	—	√	—	—
Lottery 2	—	4	—	—	—	—	—	—	√	—	—
Self-Sacrifice	—	2	—	—	—	—	—	—	√	—	—
Survive	√	20	√	—	—	√	√	—	—	√	—
Gentleman's Creed	—	8	—	—	—	√	—	—	—	—	—
Sharp Edge	√	4	—	—	—	—	—	—	—	√	—
Shining Hand	—	4	—	√	—	—	—	—	—	—	—
Jump Cancel	—	4	√	√	√	√	√	√	√	√	√
Single Artes	—	4	√	√	√	√	√	√	√	√	√
Melee Gamble	—	4	√	—	—	—	—	—	—	—	—
Spell Gamble	—	4	√	—	—	—	√	—	—	—	—
Sky Soldier	√	20	√	—	—	—	—	—	√	—	—
Vitality	—	2	√	√	√	√	√	√	√	√	√
Vitality 2	—	4	√	√	√	√	√	√	√	√	√
Vitality 3	√	8	√	√	—	—	—	—	—	√	—
Steal Plus	—	2	—	—	—	—	—	—	√	—	—
Steal Psyche	—	4	—	—	—	—	—	—	√	—	—
Bonus Extension	—	2	—	—	—	—	—	—	√	—	—
Bonus Extension 2	—	2	—	—	—	—	—	—	√	—	—
Status Guard	√	10	—	—	—	—	—	—	—	√	—
Status Breaker	—	4	—	—	—	—	—	—	—	√	—
Mirage Step	—	8	√	√	√	√	√	√	√	√	√
Step Guard	√	12	√	√	—	—	—	—	—	—	—
Long Step	√	4	√	√	—	—	—	—	—	—	—
Disorienting Strike	—	14	—	—	—	√	—	—	—	√	—
Strength	—	2	√	√	√	√	√	√	√	√	√
Strength 2	—	4	√	√	√	√	√	√	√	√	√
Strength 3	√	8	√	—	√	—	√	—	—	—	—
Chain Consumption	√	32	—	—	—	—	—	—	√	—	—
Speed Cast	√	8	—	—	—	—	—	√	—	—	√
Speed Cast 2	√	10	—	—	—	—	—	√	—	—	—
Speed Cast 3	√	16	—	—	—	—	—	√	—	—	—
Speed Spoils	—	2	√	—	—	—	—	—	—	—	—
Speed Charge	—	16	—	—	—	√	—	—	—	—	—
Spirit	—	2	√	√	√	√	√	√	√	√	√
Spirit 2	—	4	√	√	√	√	√	√	√	√	√
Spirit 3	√	8	√	—	—	—	√	—	—	—	√
Sprinter	—	4	—	√	—	—	—	—	—	—	—
Renewed Confidence	√	4	—	—	—	—	√	—	—	—	—
Temporary Stability	√	8	—	—	√	—	—	—	—	—	—
Momentary Gain	—	2	√	√	√	√	√	√	√	√	√
Momentary Gain 2	—	4	√	√	√	√	√	√	√	√	√
Adrenaline Rush	√	4	—	√	—	—	—	—	—	—	—
Opportune Moment	√	12	—	—	—	—	—	√	—	—	—
Special	—	20	√	√	√	√	√	√	√	√	√
Xillia Special	—	40	—	√	√	—	—	—	—	—	—
Special Linked Artes	—	40	—	√	√	√	√	√	√	√	√
Spell Shock	—	4	—	—	—	—	√	—	—	—	—
Abrupt Cast	√	16	—	—	—	—	—	√	—	—	—
Queued Spellcasting	—	8	—	—	—	—	—	√	—	—	—
Mobile Casting	—	4	—	—	√	—	—	—	—	—	—
Spell Boost	—	4	—	—	—	—	—	—	—	—	√
Absolute Reduction	—	4	—	—	—	—	—	√	—	—	—
Spell Resonance	—	8	—	—	—	—	—	—	—	—	√
Casting Window	√	6	—	—	√	—	√	√	√	—	√
Second Artes (Ludger)	—	10	√	—	—	—	—	—	—	—	—
Second Artes (Jude)	—	6	—	√	—	—	—	—	—	—	—
Second Artes (Gaius)	—	12	—	—	—	—	—	—	—	√	—
Second Artes 2 (Ludger)	—	6	√	—	—	—	—	—	—	—	—
Second Artes 2 (Jude)	—	6	—	√	—	—	—	—	—	—	—
Second Artes 3	—	8	√	—	—	—	—	—	—	—	—
Second Artes 4	—	8	√	—	—	—	—	—	—	—	—
Second Artes 5	—	8	√	—	—	—	—	—	—	—	—
Invigorating Taunt	—	4	—	√	—	—	—	—	—	—	—
Alternate Dash	—	0	√	√	√	√	√	√	√	√	√
Dark Guard	√	8	√	—	—	—	√	—	—	—	√
Down Burst	√	4	√	√	—	—	—	—	—	—	—
Down Rush	√	8	—	√	—	—	—	—	—	—	—
Dash	√	16	√	√	—	—	—	—	—	—	—
Quick Drop	—	2	√	—	√	—	—	—	—	—	—
Damage Control	√	4	√	√	√	√	√	√	√	√	√
Chicken Run	—	2	—	—	—	—	√	—	—	—	—
Charge Armor	—	28	—	—	—	√	—	—	—	—	—
Charge Plus	—	2	—	—	—	√	—	—	—	—	—
Charge Plus 2	—	4	—	—	—	√	—	—	—	—	—
Charge Plus 3	—	4	—	—	—	√	—	—	—	—	—
Charge Breaker	—	8	—	—	—	√	—	—	—	—	—
Charge Breaker 2	—	8	—	—	—	√	—	—	—	—	—
Mind Charge	—	8	—	—	—	√	—	—	—	—	—
Mind Charge 2	—	18	—	—	—	√	—	—	—	—	—
Defense Artes	—	4	√	—	—	—	—	—	—	—	—
Teepo Master	—	2	—	—	—	—	√	—	—	—	—
Teepo Master 2	—	4	—	—	—	—	√	—	—	—	—
Teepo Master 3	—	4	—	—	—	—	√	—	—	—	—
Dimensional Spell	—	12	—	—	—	—	—	—	—	—	√
Extended Window	√	4	√	√	—	√	—	—	—	√	—
Dexterity	—	2	√	√	√	√	√	√	√	√	√
Dexterity 2	—	4	√	√	√	√	√	√	√	√	√
Dexterity 3	√	8	√	—	—	—	—	√	—	—	√
Tetra Spell	—	8	—	—	√	—	—	√	—	—	—
Temptation	—	8	—	—	√	—	—	—	—	—	—
Trance	—	2	√	—	—	—	—	—	—	—	—
Treasure Fang	—	2	—	—	—	—	—	—	√	—	—
Knife Revenge	—	2	—	—	—	—	—	√	—	—	—
Natural Recovery	√	2	—	—	—	√	—	—	—	—	—
Perfect Guard	—	4	√	√	√	√	√	√	√	√	√
Impregnable Guard	—	28	√	√	√	√	√	√	√	√	√
Stamina	—	2	√	√	√	√	√	√	√	√	√
Stamina 2	—	4	√	√	√	√	√	√	√	√	√
Stamina 3	√	8	√	—	—	√	—	—	√	—	—
Chain Spell	—	8	—	—	√	—	√	√	√	—	√
Back Support	—	2	—	—	—	—	√	—	—	—	—
Balance	—	4	√	—	—	—	—	—	—	—	—
Power Spoils	—	2	√	—	—	—	—	—	—	—	—
Pierce	—	4	√	—	—	—	—	—	—	—	—
Heal Share Plus	—	6	√	√	√	√	√	√	√	√	√
Pow Hammer	√	2	—	—	—	—	√	—	—	—	—
Hidden Target	—	8	√	√	√	√	√	√	√	√	√
Hidden Target 2	—	4	√	√	√	√	√	√	√	√	√
Crisis Boost	—	4	√	—	—	—	—	—	—	√	—
Gravity Guard	√	12	√	√	—	—	—	—	—	√	—
Fire Guard	√	8	√	—	—	√	—	—	—	—	—
Attack Conversion	—	12	√	—	—	√	—	—	—	—	—
Defense Conversion	—	4	—	—	—	√	—	—	—	—	—
Spitfire	—	8	√	—	—	—	—	—	—	—	—
Spitfire Plus	—	6	√	—	—	—	—	—	—	—	—
Flash Guard	—	2	√	√	√	√	√	√	√	√	√
Dual Bladist	—	4	√	—	—	—	—	—	—	—	—
Break-In	—	2	√	—	—	—	—	—	—	—	—
Damage Reflect	—	16	—	—	—	—	—	—	—	√	—
Heavy Edge	—	4	—	—	—	—	—	—	—	√	—
Overclocked	—	8	—	—	—	—	—	√	—	—	—
Basic Chain	—	4	—	—	—	—	—	—	—	√	—
Bottled Efficacy	—	2	—	—	—	—	—	—	√	—	—
Power Charge	—	2	√	√	√	√	√	√	√	√	√
Power Charge 2	—	2	√	√	√	√	√	√	√	√	√
Power Charge 3	—	2	√	√	√	√	√	√	√	√	√
Psyche	—	2	√	√	√	√	√	√	√	√	√
Psyche 2	—	4	√	√	√	√	√	√	√	√	√
Psyche 3	√	8	√	—	√	—	√	—	—	—	—
Free Shift	—	4	—	—	√	—	—	—	—	—	—
Magic Guard	—	2	√	√	√	√	√	√	√	√	√
Magic Stance	—	2	—	—	√	—	—	—	—	—	—
Magic Spoils	—	2	√	—	—	—	—	—	—	—	—
Mage Stun	√	4	—	—	—	—	—	√	—	—	—
Conservative Shift	—	10	—	—	√	—	—	—	—	—	—
Mobile Armor	√	24	√	—	—	—	—	—	√	—	—
Mind Up	—	8	√	√	√	√	√	√	√	√	√
Mind Share Plus	—	8	√	√	√	√	√	√	√	√	√
Last Stand	√	16	√	—	—	—	—	—	√	—	—
Mind Reversal	—	18	√	—	√	—	√	—	—	—	—
Light Guard	√	8	√	—	√	—	—	—	—	√	—
Conservation	—	8	—	—	—	—	—	√	—	—	—
Life Up	—	6	√	√	√	√	√	√	√	√	√
Life Reversal	—	14	√	√	—	√	—	—	—	—	—
Lucky Item	√	2	—	—	—	—	—	—	√	—	—
Safe Landing	√	4	—	—	√	—	—	—	—	—	—
Health Jog	√	4	—	—	—	—	—	—	√	—	—
Mental Jog	√	4	—	—	—	—	—	—	√	—	—
Chromatus Drive	—	4	√	—	—	—	—	—	—	—	—
Recall	—	20	√	√	√	√	√	√	√	√	√
HP Surge	—	12	√	√	√	√	√	√	√	√	√
HP Surge 2	—	12	√	√	√	√	√	√	√	√	√
TP Surge	—	14	√	√	√	√	√	√	√	√	√
TP Surge 2	—	18	√	√	√	√	√	√	√	√	√
Avenger	—	10	—	—	—	—	—	—	—	—	—
Avenger Plus	—	10	—	—	—	—	—	—	—	√	—
Revenge Plus	—	4	—	—	—	—	—	—	—	√	—
Over Extension	√	4	√	√	√	√	√	√	√	√	√
Over Extension 2	√	2	√	√	√	√	√	√	√	√	√
Over Extension 3	√	2	√	√	√	√	√	√	√	√	√
Linked Minds	—	4	—	—	—	—	√	—	—	—	—
Safety Net	—	2	—	—	—	√	—	—	—	—	—
Restore Plus	—	22	—	√	—	—	—	—	—	—	—
Resolution	√	12	—	—	—	—	—	—	—	—	√
Dimensional Bonus	—	8	—	—	—	—	—	—	—	—	√
Strong Arm	—	4	—	—	—	—	—	√	—	—	—
Long Barrel	—	2	√	—	—	—	—	—	—	—	—



Character Skills & Artes

Mystic/Linked Mystic Artes

Mystic Artes can be triggered under the following conditions:

A, Lead character equipped with Special skill = Press X while performing Linked Artes during Over Limit state to trigger leader's Mystic Artes.

B, Lead and partner both equipped with Special skill = Press L1 + X while performing Linked Artes to trigger partner's Mystic Artes.

C, When both Special and Single Artes skills are equipped, hold X button while performing arcane artes during Over Limit state to trigger Mystic Artes.

In order to perform Linked Mystic Artes, the following conditions need to be met:

Lead character is equipped with Special skill.

Partner character is equipped with Special and Special Linked Artes skill.

Hold the R2 button while performing Linked Artes during Over Limit state to trigger Linked Mystic Artes.

Once Mystic Artes is used, Over Limit state will be cancelled.

(As for Jude and Milla's Linked Mystic Artes, need to have Special and Xillia Special skill equipped.)

Skill related to Mystic/Linked Mystic Artes

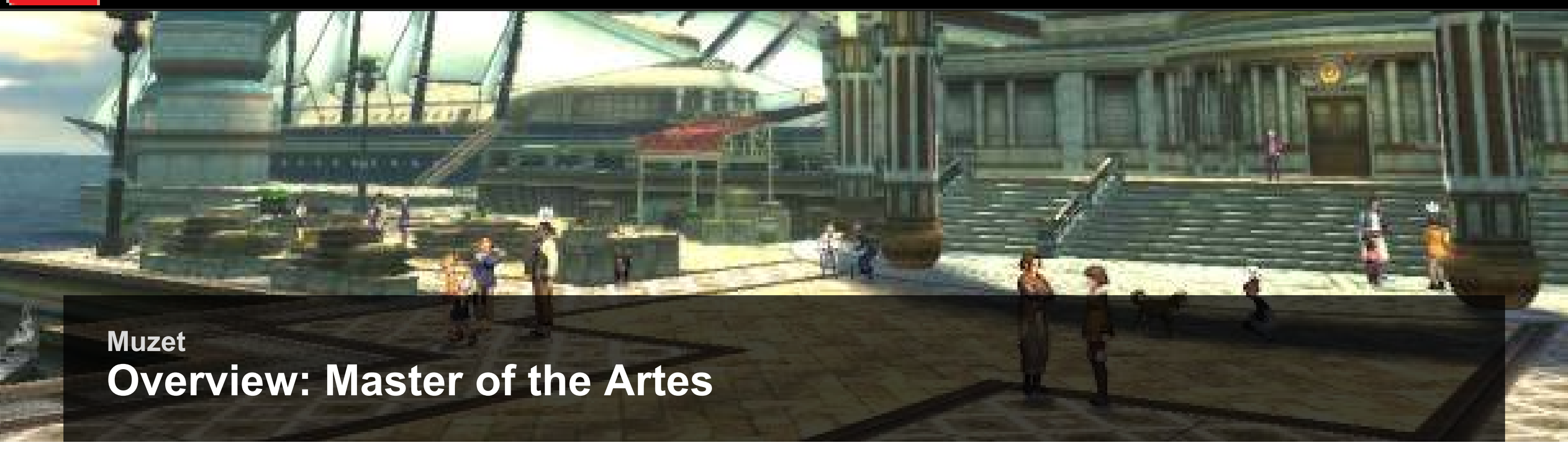
Special: Character reached Lv 42

Single Artes: Character reached Lv 70

Special Linked Artes: Affinity reached Lv 9

Xillia Special: Completed all Episode Chapter (Jude, Milla)

Lead Character	Type	Artes Name	Category	Partner	Notes
Jude	ALLY	Tiger Blade Sigma	Linked Mystic Artes	Milla	Reached Lv 70. Need to have following skill equipped: - Special - Xillia Special
Jude	ALLY	Meteor Storm	Mystic Artes		Learned during Jude's Episode Chapter. Can only be triggered from Maxwell Arcane Arte. Single Artes skill required.
Milla	ALLY	Elemental Mastery	Mystic Artes		Milla (alt) cannot use this arte.
Alvin	ALLY	Terminus Pride	Mystic Artes		
Elize	ALLY	Scary-Go-Round	Mystic Artes		
Rowen	ALLY	Grand Finale	Mystic Artes		
Leia	ALLY	Soulstoke Celebration	Mystic Artes		
Ludger	ALLY	Ritual of Destruction	Mystic Artes		
Ludger	ALLY	Soul Destroyer	Mystic Artes		Chromatus at 50% and above. Once cleared game, full Chromatus version becomes available.
Ludger	ALLY	Soul Destroyer (vs. Bisley ver.)	Mystic Artes		Full Chromatus version during first round of game play. (Only available during the boss battle against Bisley.)
Ludger	ALLY	Wrath of the Heavens	Linked Mystic Artes	Jude	Affinity at Lv 9. When reaches Lv 10, can choose to change the name of the Linked Mystic Artes upon visiting Fennmont. (Need to have completed all Jude's Episode Chapters.)
Ludger	ALLY	Heavenly Crusader	Linked Mystic Artes	Milla	Affinity at Lv 9. (At Chapter 12 start and onward.)
Ludger	ALLY	Bullet Crucifixion	Linked Mystic Artes	Alvin	Affinity at Lv 9.
Ludger	ALLY	Infernal Crescendo	Linked Mystic Artes	Elize	Affinity at Lv 9. When reaches Lv 10, can choose to change the name of the Linked Mystic Artes upon visiting Hamil. (Need to have completed all Elize's Episode Chapters.) Alternative name: Blessed Arte the Pink
Ludger	ALLY	Apocalyptic Sforzando	Linked Mystic Artes	Rowen	Affinity at Lv 9.
Ludger	ALLY	Earthcracker	Linked Mystic Artes	Leia	Affinity at Lv 9. When reaches Lv 10, can choose to change the name of the Linked Mystic Artes upon visiting Leronde. (Need to have completed all Leia's Episode Chapters.) Alternative name: The Ludgernaut
Ludger	ALLY	Shining Torrent	Linked Mystic Artes	Gaius	Affinity at Lv 9. When reaches Lv 10, can choose to change the name of the Linked Mystic Artes upon visiting Kanbalar. (Need to have completed all Gaius' Episode Chapters.) Alternative name: Sound and Fury
Ludger	ALLY	Malign Gravity	Linked Mystic Artes	Muzét	Affinity at Lv 9.
Ludger	ALLY	Soul Destroyer (vs. Julius ver.)	Mystic Artes		
Victor	FOE	Ritual of Destruction	Mystic Artes		
Victor	FOE	Soul Destroyer	Mystic Artes		Performed only while in Chromatus state.
Gaius	ALLY	Absolute Domination	Mystic Artes		
Muzét	ALLY	Event Horizon	Mystic Artes		
Muzét	FOE	Event Horizon	Mystic Artes		Catalyst Muzét
Jiao	FOE	Resounding Surge	Mystic Artes		
Wingul	FOE	Lightning Nova	Mystic Artes		
Agria	FOE	Pyro Storm	Mystic Artes		
Presa	FOE	Dragonmare Brood	Mystic Artes		
Ivar	FOE	Shimmerfang Impact	Mystic Artes		Chapter 14
Nachtigal	FOE	Demon's Lance	Mystic Artes		
Maxwell	FOE	Elemental Meteorites	Mystic Artes		
Julius	FOE	Ritual of Devastation	Mystic Artes		Chapter 15 & Illusionary Dark
Jude	FOE	Final Fury	Mystic Artes		Illusionary Dark/Coliseum
Milla	FOE	Elemental Mastery	Mystic Artes		Illusionary Dark/Coliseum
Alvin	FOE	Terminus Pride	Mystic Artes		Illusionary Dark/Coliseum
Elize	FOE	Scary-Go-Round	Mystic Artes		Illusionary Dark/Coliseum
Rowen	FOE	Grand Finale	Mystic Artes		Illusionary Dark/Coliseum
Leia	FOE	Soulstoke Celebration	Mystic Artes		Illusionary Dark/Coliseum
Gaius	FOE	Absolute Domination	Mystic Artes		Illusionary Dark/Coliseum
Rideaux	FOE	Spike Whip	Mystic Artes		Chapter 14
Chronos	FOE	Chrono Erosion	Mystic Artes		Battle at Land of Canaan
Chronos	FOE	Bit Force	Mystic Artes		Chapter 13, Second Match
Bisley	FOE	Absolute Fist	Mystic Artes		Performed upon reduced Bisley's HP to a certain value.
Cress	FOE	Final Fury	Linked Mystic Artes	Stahn	Coliseum match
Ludger	ALLY	Endless Waltz	Mystic Artes		Obtained: Arte Tome: "Endless Waltz" LG (Available upon clearing the game once. Can be performed at will from second round gameplay onward.)



Muzet

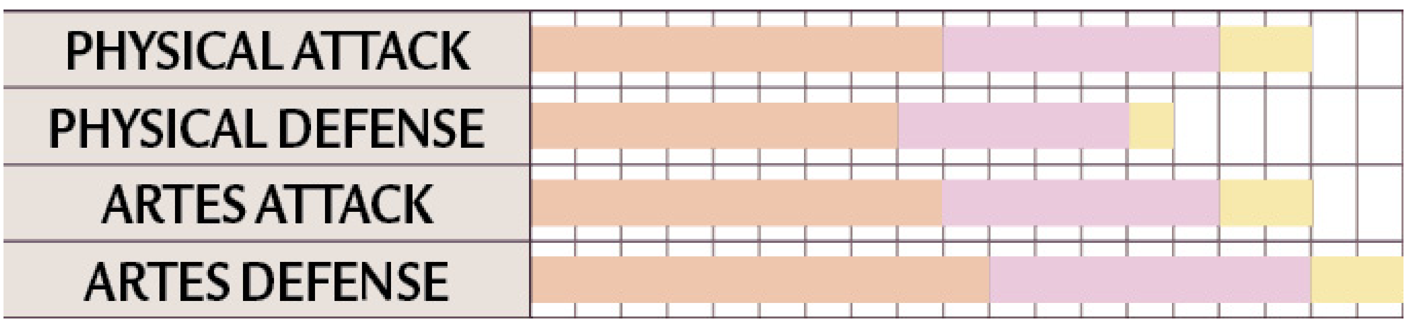
Overview: Master of the Artes

Muzét has exceptionally high scores in TP, Intelligence, and Psyche—all the stats related to casting spirit artes. Her Agility is also quite high, allowing her to evade foes and cast her artes from afar. Her down side is poor Vitality and Physical Defense scores; equip her with a Circlet to help compensate for these faults.

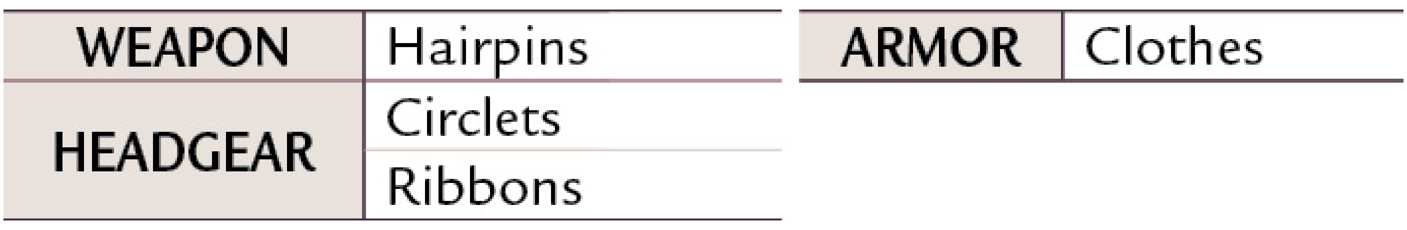
Stats

Stat	Lv.1	Lv.50	Lv.100	Lv.200	Rank
HP	390	2399	4449	8549	C
TP	125	242	362	602	S
Strength	50	442	842	1642	B
Vitality	34	328	628	1228	D
Intelligence	51	492	942	1842	A
Psyche	53	494	944	1844	A
Agility	48	489	939	1839	A
Dexterity	40	383	733	1433	C

Stat Balance (🟧 Stats 🟪 Equipment 🟨 Skills)



Equippable Armaments



WEAPON	Hairpins
HEADGEAR	Circlets Ribbons
ARMOR	Clothes

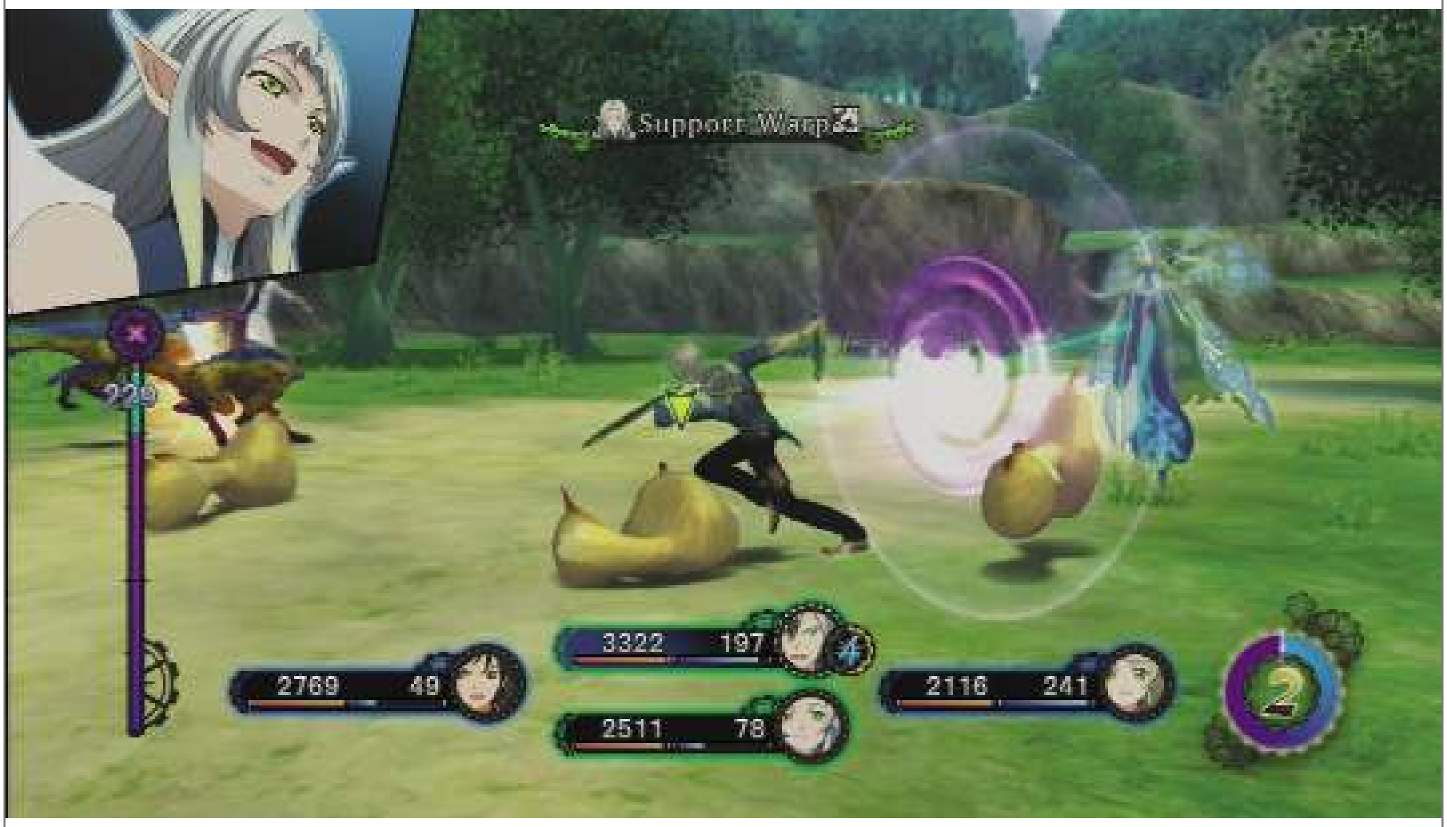
Partner Skill: Support Warp

Enhance Her Partner's Quick-Steps

Whenever her partner performs a front- or back-step, Muzét steps in to provide instantaneous transportation to a spot directly in front of the foe or far away in the opposite direction. Since Support Warp teleports you right through your foes, it's a great way to close the distance to enemies casting spells from afar. It's also very useful when battling large groups of enemies that would interfere with mobility, allowing you to zip right into melee range with your chosen target.

Support Warp Properties

- When Muzét's partner performs a front-step, he or she is warped directly in front of the foe.
- When Muzét's partner performs a back-step, he or she is warped a set distance away.
- During a Support Warp, Muzét's partner passes through enemies without interference.
- When the Support Shift skill is active, Support Warp no longer triggers on back-steps, but Support Warp front-steps become damage-dealing attacks.



You can pass through enemies' bodies during a Support Warp, but their attacks can still connect.

Muzet

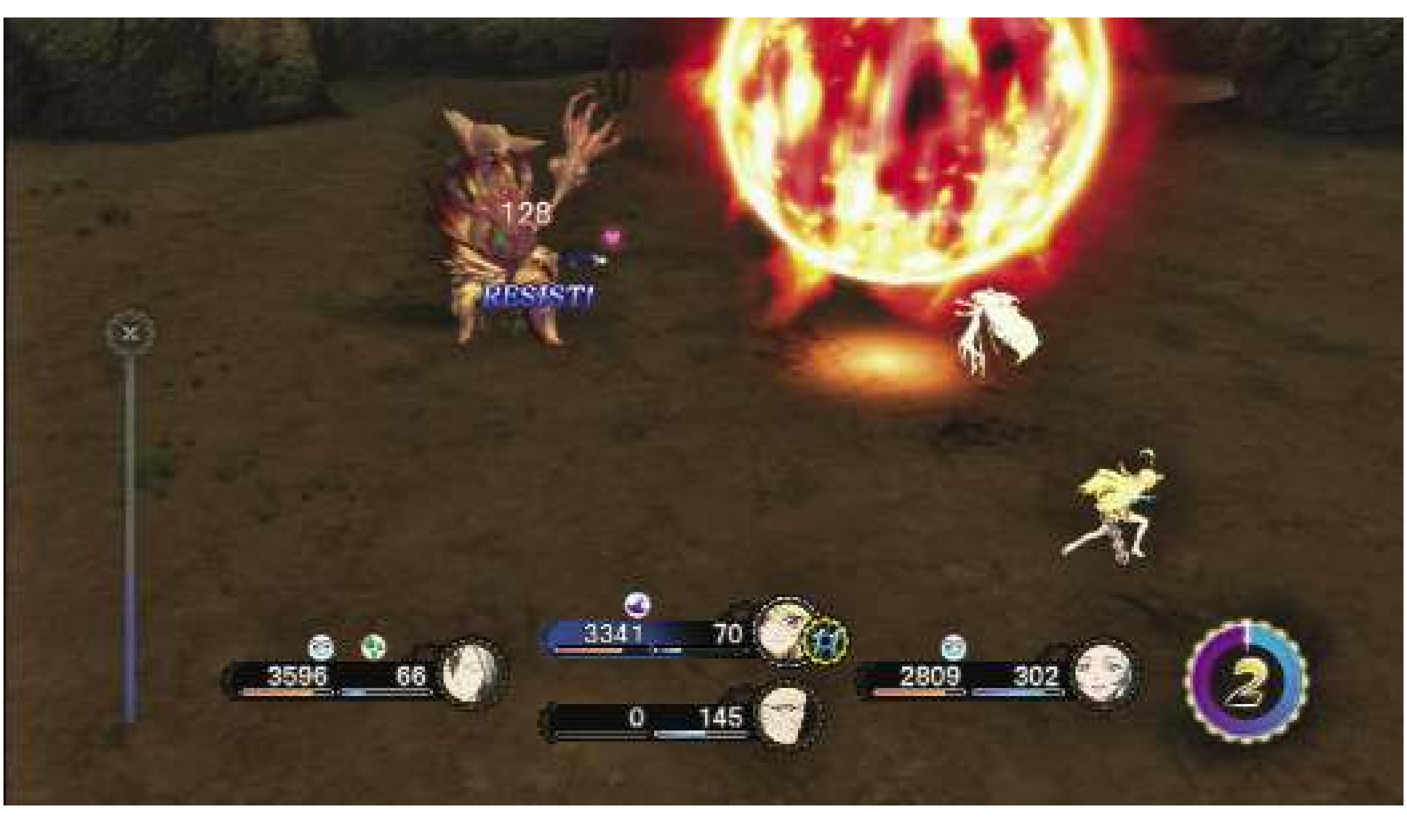
Character Abilities

Target Weaknesses with Muzét's Diverse Repertoire of Artes

Muzét can learn many damaging artes with wide areas of effect, and outside of Light and Shoot, can learn artes of every damage type. Both her artes and normal attacks offer long enough reach to hit from a mid-range position on the battlefield, but she lacks the Vitality necessary to be a melee fighter. She's better off casting her artes from the rear, safely behind her comrades. Learn and activate the Aerial Spell skill to allow her to cast her artes from even greater safety in mid-air.

Key Attributes

- Can use artes with a variety of damage types.
- Can use many artes with wide areas of effect.
- Can learn skills that strengthen her artes.
- Can take a variety of actions in mid-air.



Have Muzét cast artes that can ensnare large groups of foes from a safe position behind her comrades.

Special Ability—Emergency Warp

Move to a Remote Position Upon Taking Damage

If you perform a front- or back-step when Muzét becomes staggered by an enemy attack, she'll become momentarily invulnerable and warp a fixed distance away to evade any additional attacks. Additionally, if she casts an arte immediately after warping, she can earn bonuses that reduce the arte's casting time and TP cost. Make good use of this ability when Muzét is surrounded with no avenue for escape, or when you simply want to get some distance from her foe in order to launch a counterattack.

Emergency Warp Properties

When you perform a quick-step while Muzét is staggered, she becomes momentarily invincible and is instantaneously transported to a new position away from her foe.

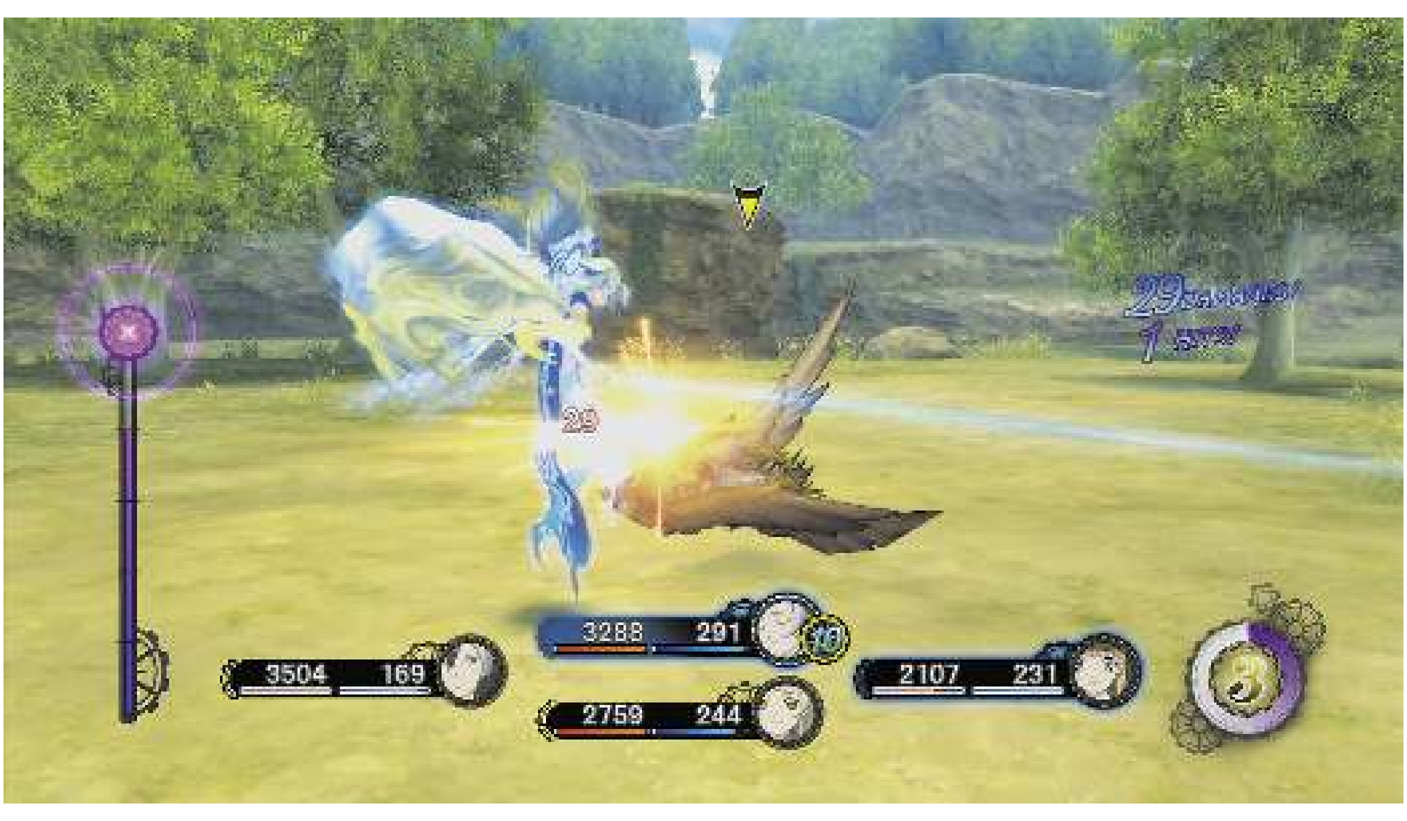
When using an arte immediately after an emergency warp, the casting time of spirit artes and TP cost of martial artes are halved.

Emergency Warp-Related Skills

Skill	Effect When Active
Air Swimmer	You can perform a single front-step, back-step, jump, or fast descent while in mid-air.
Focused Assault	When performing a martial arte immediately after an Emergency Warp, its TP cost is reduced by 20%.
Focused Spell	When casting a spirit arte immediately after an Emergency Warp, its power and casting time are doubled.
Dimensional Spell	When casting a spirit arte immediately after an Emergency Warp, its casting time is reduced by 30% and its TP cost is halved.
Dimensional Bonus	When chaining into a spirit arte from an arte cast with Dimensional Spell, the second arte's power is doubled.

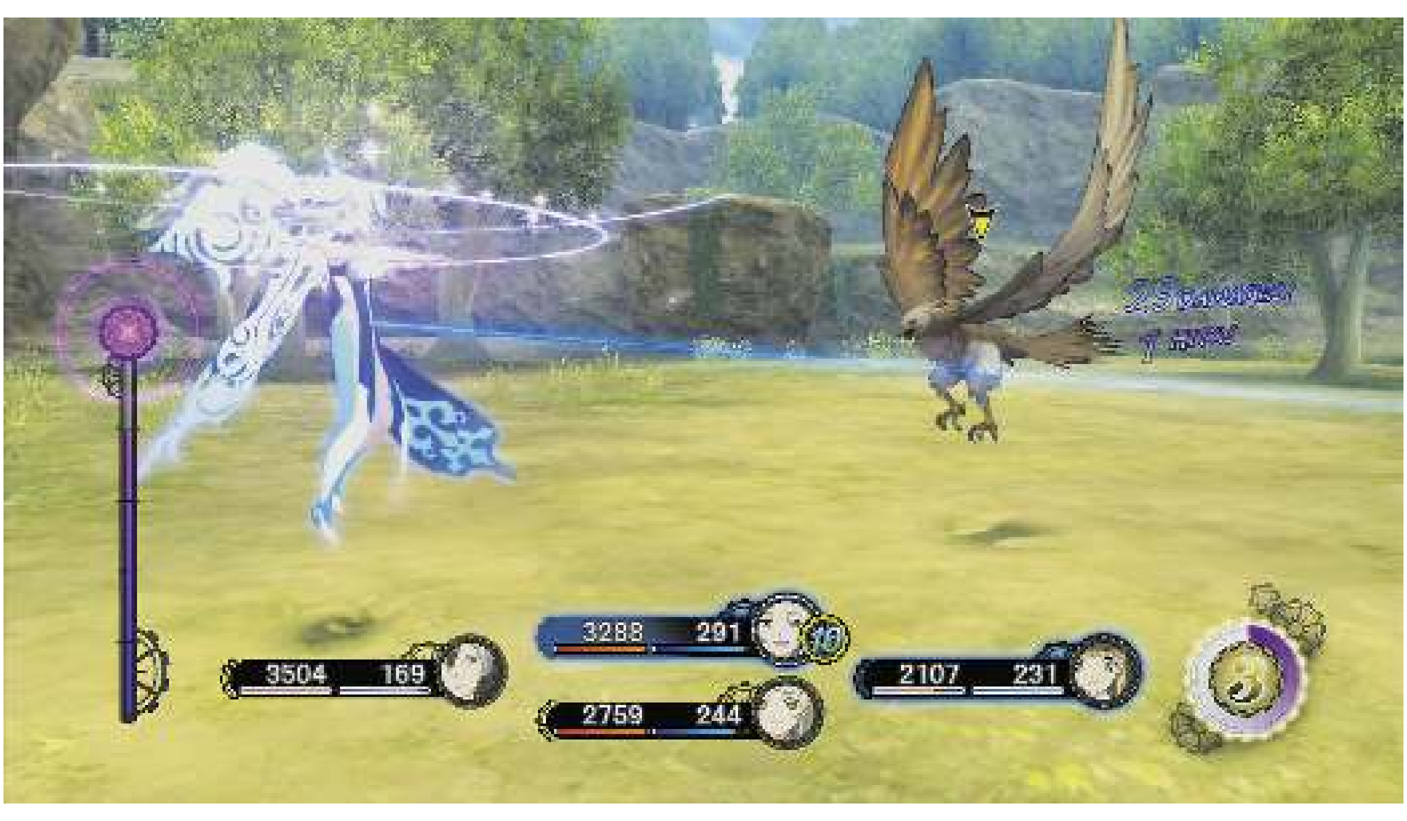
Steps of an Emergency Warp

Receive Damage From an Enemy Attack



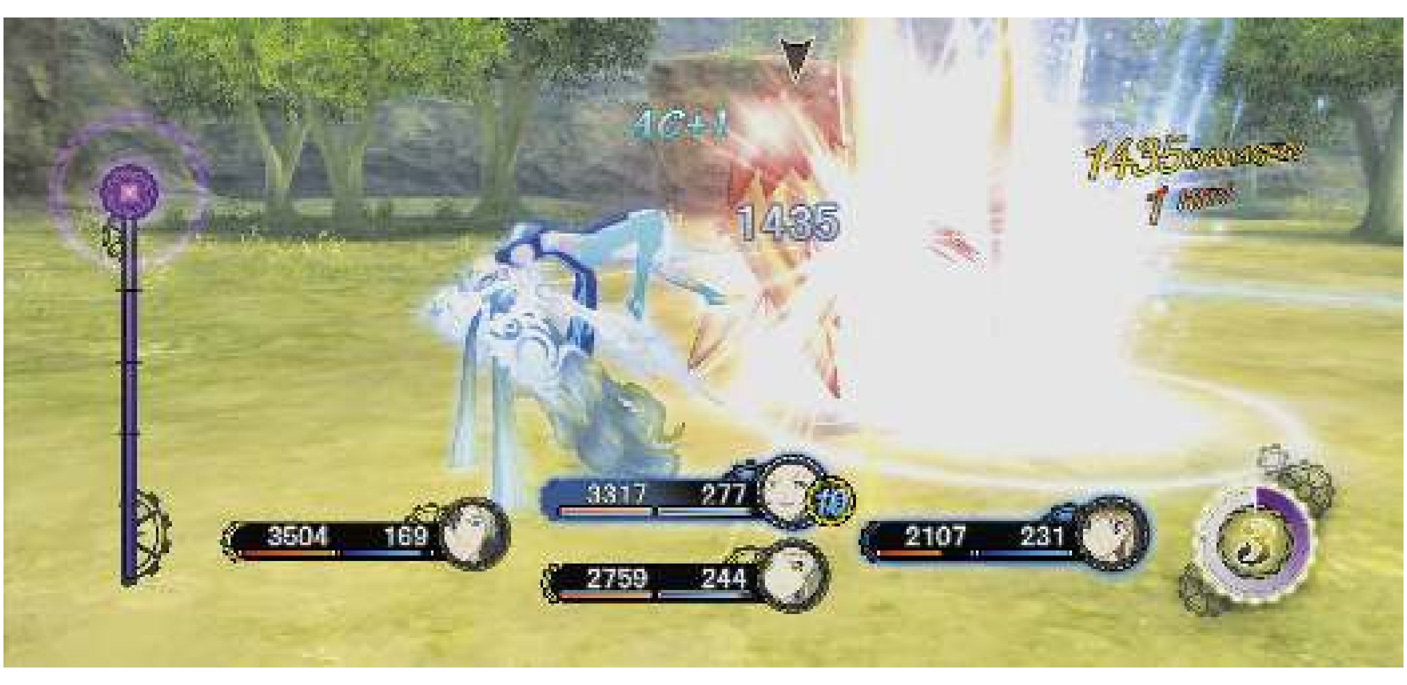
When Muzét is staggered from an enemy attack, perform a front- or back-step. Make sure you haven't set any skills like Grace that prevent staggering.

Quick-Step Away From Your Foe



When Emergency Warp triggers, Muzét will be transported to a new position along the plane she shares with her foe, in a state of normal combat readiness.

Launch a Counterattack

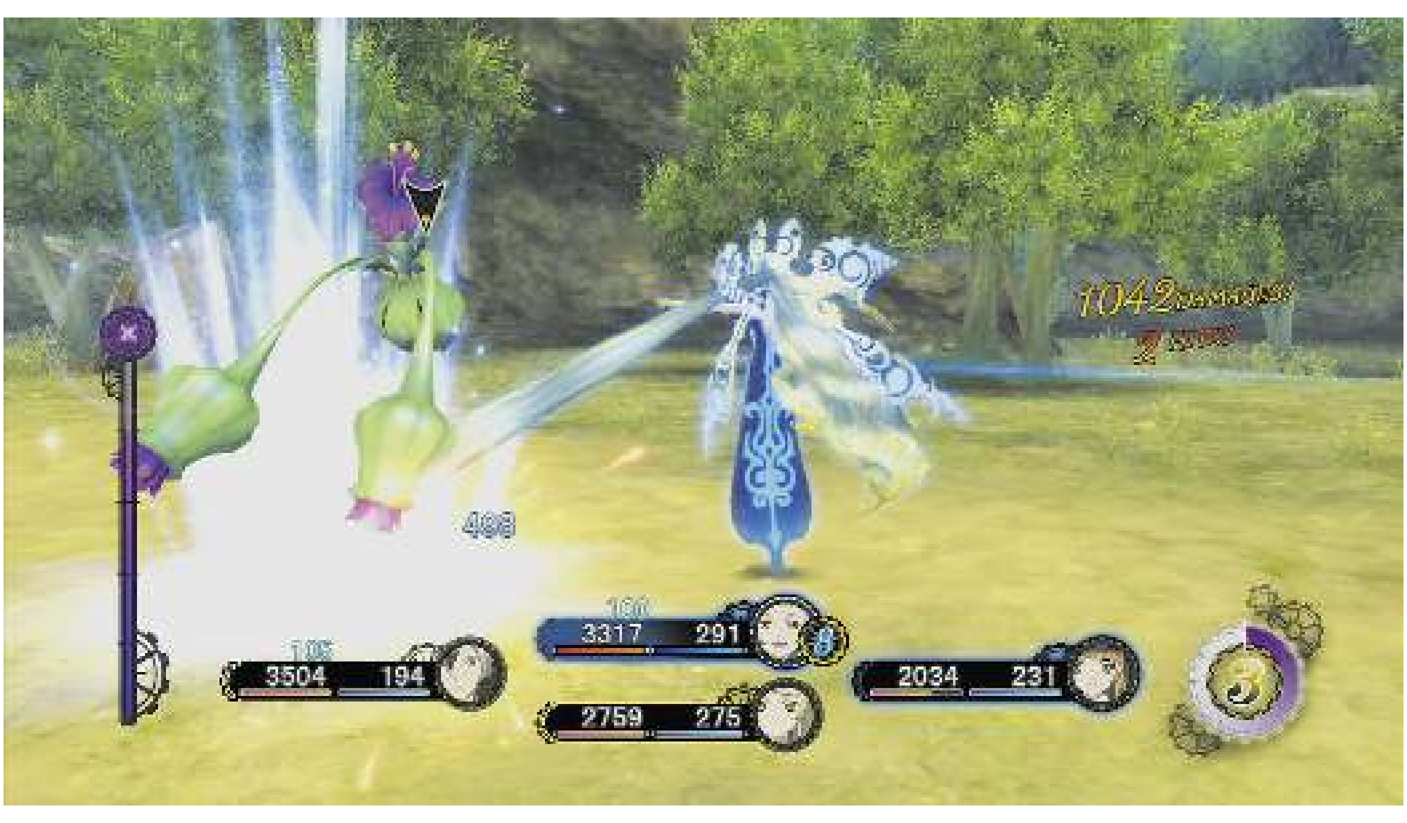


Perform an arte immediately upon Muzét arriving at her new position to earn bonuses like shortened casting times and reduced TP cost.

Normal Attacks

Chain ⇦/⇨ + L1 + ✕ Knockdowns into Attack Artes

The long reach of Muzét's normal attacks allow her to land hits from a distance roughly equal to one quick-step away. However, her attacks are on the sluggish side and she lacks Vitality, two factors that make her poorly suited for melee combat. The main role of her normal attacks should be intercepting incoming foes; her ⇦/⇨ + L1 + ✕ attack is particularly useful as it knocks enemies down, buying Muzét time to cast her spirit artes.



While your target is knocked down, start casting a spirit arte as a follow-up attack.

Muzet
Artes

Select Artes that Hit Your Enemy’s Weakness

Outside of Light and Shoot, Muzét can cast artes of every damage type, allowing her to target nearly any weakness. Her artes are also high in power and tend to have wide areas of effect, making her ideal for damaging large groups of enemies. However, her advanced artes have long casting times, so you’ll need to make sure she’s safely behind her comrades or casting from mid-air to avoid enemy interference. Muzét is also quite effective in the healer role, being able to recover HP for the entire party with Sweet Heart and Sweet Light artes, and raise fallen party members with Resurrection.

Physical Arte Sweet Heart

TP Cost	10	Casting Time	—	Learned From	Start

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	HP Recovery 15%/Physical & Magic Defense Increase (25%)			Count	[100] Recover Effect Up+5%, [200] Heart speed up					Gauge	0

Physical Arte Sweet Light

TP Cost	30	Casting Time	—	Learned From	Water 2160

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	HP Recovery 30%/Cure Ailments			Count	[200/400] Recover Effect Up+5%					Gauge	0

Advanced Arte Resurrection

TP Cost	40	Casting Time	3 Sec.	Learned From	Lv.52

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Can't Recover in Battle (HP Recovery 50%)			Count	—					Gauge	0

Physical Arte Stun Blitz

TP Cost	4	Casting Time	—	Learned From	Start

Power	150	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Stun (90%) /Prop Up			Count	[100] Stagger probability up					Gauge	15

Physical Arte Illusionary Charge

TP Cost	10	Casting Time	—	Learned From	Light 160

Power	200	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Pass-Through			Count	[100] Speed Up, [200] Range Up					Gauge	15

Physical Arte Fire Whip

TP Cost	7	Casting Time	—	Learned From	Fire 15

Power	200	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Pull-in/Rotate Enemy/Stun Critical			Count	[100] Prop Up					Gauge	15

Physical Arte Wind Tussle

TP Cost	5	Casting Time	—	Learned From	Wind 400

Power	200	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Pull-in/Rotate Enemy Critical			Count	[100] Prop Up					Gauge	15

Physical Arte Sharpened Petals

TP Cost	8	Casting Time	—	Learned From	Earth-Water 500

Power	330	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties				Count	[100] Unstaggerable After Use					Gauge	15

Physical Arte Spire Throw

TP Cost	16	Casting Time	—	Learned From	Fire-Light 1210

Power	600	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Juggle/Knockdown			Count	[100] Throw Mid Sized Foe, [200] Throw Large Foe[400] Prop Up					Gauge	15

Physical Arte Sharpened Roots

TP Cost	20	Casting Time	—	Learned From	Earth 1210

Power	528	# of Hits	6	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	24	HP Recovery	24
Properties	—			Count	[100] Range Up, [200] Iron Stance until standing					Gauge	18

Physical Arte Binding Sphere

TP Cost	24	Casting Time	—	Learned From	Dark 5060

Power	1088	# of Hits	8	Phys. to Magic Ratio	6:4	Iron Stance	32	Guard Break	32	HP Recovery	32
Properties	—			Count	[100] Can Use in Mid-air					Gauge	48

Physical Arte Force Mine

TP Cost	24	Casting Time	—	Learned From	Water-Dark 1630

Power	900	# of Hits	1	Phys. to Magic Ratio	1:9	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Knockdown			Count	[100] Mine Size Up, [200] Mine Duration Up					Gauge	6

Physical Arte Sharpened Whip

TP Cost	28	Casting Time	—	Learned From	Fire-Light 2470

Power	1000	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	20	Guard Break	116	HP Recovery	20
Properties	Knockdown			Count	[100] Can Use in Mid-air, [200] Speed Up					Gauge	15

Physical Arte Soul Absorption

TP Cost	1	Casting Time	—	Learned From	Water-Dark 5630

Power	—	# of Hits	3	Phys. to Magic Ratio	4:6	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	TP Absorption2%×3			Count	[100] Increased Area of Effect, [200] Absorb Time+1					Gauge	0

Physical Arte Elemental Hymn

TP Cost	40	Casting Time	—	Learned From	Wind-Fire 5060

Power	600	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	40	Guard Break	16	HP Recovery	60
Properties	—			Count	[100] Can Use in Mid-air, [200] Projectile Speed Up					Gauge	8

Magic Arte Wind Lance

TP Cost	6	Casting Time	1 Sec.	Learned From	Start

Power	450	# of Hits	4	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	Juggle/Knockdown			Count	—					Gauge	10

Basic Arte Bolt Strike

TP Cost	16	Casting Time	2 Sec.	Learned From	Wind-Fire 310

Power	1400	# of Hits	7	Phys. to Magic Ratio	0:10	Iron Stance	35	Guard Break	—	HP Recovery	35
Properties	—			Count	—					Gauge	20

Mid Arte Arrivederci

TP Cost	12	Casting Time	2 Sec.	Learned From	Wind 610

Power	450	# of Hits	4	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	Juggle/Knockdown			Count	—					Gauge	10

Mid Arte Blue Sphere

TP Cost	12	Casting Time	2 Sec.	Learned From	Water 610

Power	450	# of Hits	1	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	30
Properties	Knockdown			Count	—					Gauge	15

Mid Arte Flame Ring

TP Cost	13	Casting Time	1 Sec.	Learned From	Fire 160

Power	630	# of Hits	7	Phys. to Magic Ratio	0:10	Iron Stance	35	Guard Break	—	HP Recovery	35
Properties	—			Count	—					Gauge	14

Mid Arte Air Pressure

TP Cost	26	Casting Time	2 Sec.	Learned From	Earth 610

Power	918	# of Hits	3	Phys. to Magic Ratio	0:10	Iron Stance	21	Guard Break	—	HP Recovery	21
Properties	—			Count	—					Gauge	6

Mid Arte Sunburst

TP Cost	26	Casting Time	2 Sec.	Learned From	Earth 610

Power	1000	# of Hits	4	Phys. to Magic Ratio	0:10	Iron Stance	40	Guard Break	—	HP Recovery	40
Properties	—			Count	—					Gauge	10

Mid Arte Dark Visitor

TP Cost	42	Casting Time	3 Sec.	Learned From	Dark-Wind 3180

Power	1000	# of Hits	5	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	Instant-KO (10%)			Count	—					Gauge	10

Mid Arte Roche Waltz

TP Cost	40	Casting Time	3 Sec.	Learned From	Light-Earth 2810

Power	1440	# of Hits	3	Phys. to Magic Ratio	0:10	Iron Stance	28	Guard Break	—	HP Recovery	114
Properties	Prop Up (Roll) Critical (Roll)			Count	—					Gauge	20

Mid Arte Cyclone

TP Cost	42	Casting Time	3 Sec.	Learned From	Dark-Wind 2470

Power	1300	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	Juggle/Knockdown			Count	—					Gauge	10

Mid Arte Diffusional Drive

TP Cost	42	Casting Time	3 Sec.	Learned From	Earth-Water 3590

Power	1000	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	10	Guard Break	—	HP Recovery	10
Properties	Damage Reduction Ignored			Count	—					Gauge	10

Mid Arte Gravity Well

TP Cost	20	Casting Time	2 Sec.	Learned From	Start

Power	368	# of Hits	7	Phys. to Magic Ratio	0:10	Iron Stance	70	Guard Break	—	HP Recovery	70
Properties	Pull-in/Knockdown/Movment Speed Reduced (25%)			Count	—					Gauge	14

Physical Arte Shock Sphere

TP Cost	**	Casting Time	—	Learned From	**

Power	*	# of Hits	1	Phys. to Magic Ratio	6:4	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Stun (15%) /Pull-in			Count	—					Gauge	5

*: Half the original arte **: Refer to original arte

Mystic Arte Event Horizon

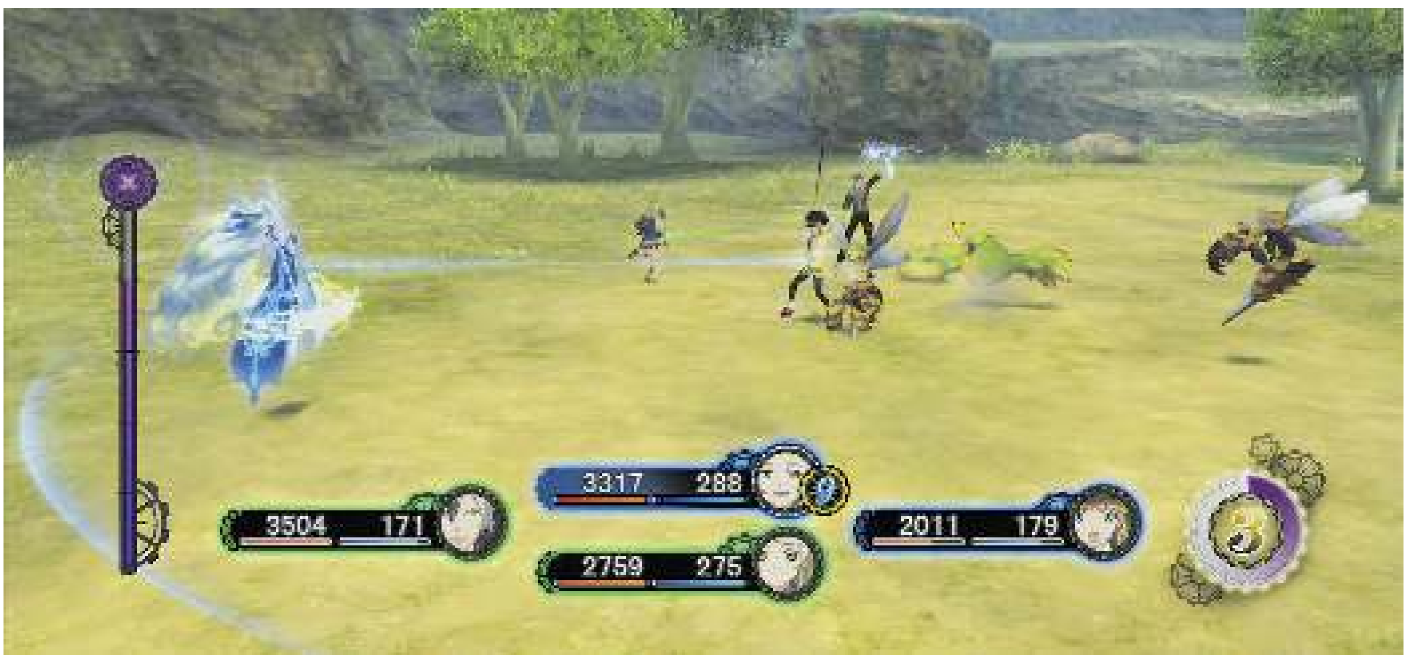
TP Cost	0	Casting Time	—	Learned From	Skill (Special)

Power	7400	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Accuracy/Knockdown			Count	—					Gauge	0

Muzet
Tactics

Maintain a Mid- or Long-Range Position for Artes Casting

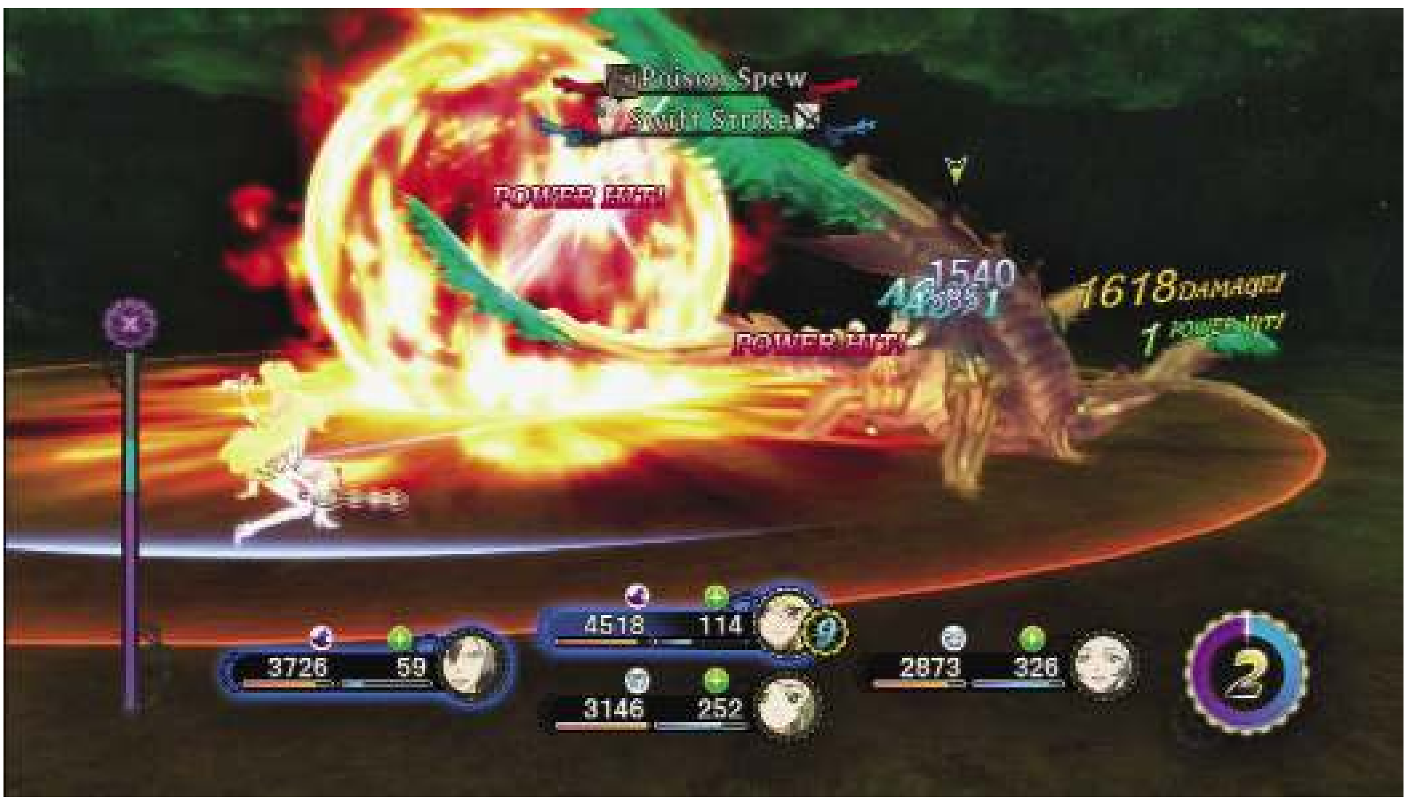
Depending on the makeup of your party, Muzét can fulfill different roles. She can serve as party healer or, when paired with another proficient healer, can focus on offensive spellcasting instead. Whatever her duties, you'll want to position her as far from your foes as possible so that the rest of the party can keep the enemy from interfering with her casting. If an enemy does break through, stun it with Stun Blitz or knock it down with Sharpened Whip so Muzét can find a new safe spot from which to cast her artes.



Muzét should always be retreating behind her comrades as she casts her artes.

Crowd Tactics—Sweep the Battlefield with Wide-Area Artes

All of Muzét's advanced artes have wide areas of effect that allow them to deal heavy damage to multiple foes. However, they require lengthy casting times, so activate the Grace skill to prevent your foes' attacks from disrupting her casting. Alternatively, you can cast safely from mid-air once you obtain and activate the necessary skills.



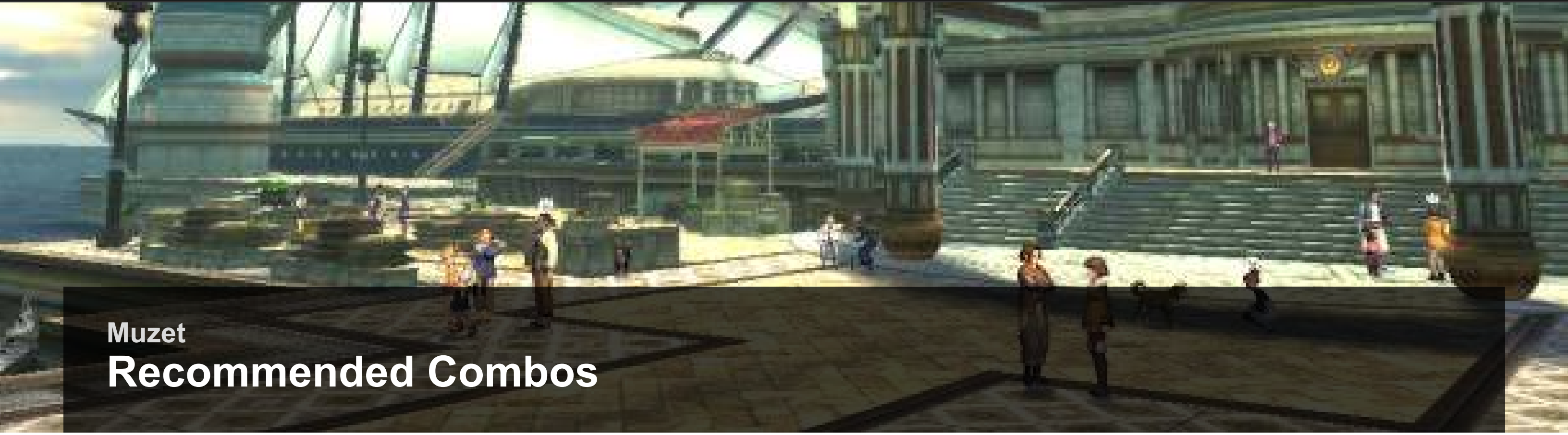
Muzét has five advanced artes. Choose the one that's most effective at attacking your enemies' weaknesses.

Special—Cast from On High with the Air Swimmer Skill

If you activate Muzét's Aerial Jump and Air Swimmer skills, she'll be able to jump up to three consecutive times. If you also activate the Aerial Spell skill, she'll be able to cast her artes at the peak of the third jump, keeping her safe despite the long casting times. However, there are some enemies who are capable of flight, and many artes can hit her up there, so you'll want to protect her from interference with the Aerial Armor skill as well.

Knockdown-Related Skills: Suggested Mid-Air Skills

Skill	Effect When Active
Aerial Jump	You can jump one time while in mid-air.
Air Swimmer	You can perform a single front-step, back-step, jump, or fast descent while in mid-air.
Aerial Spell	You can cast spirit artes in mid-air.
Aerial Armor	You won't get staggered when attacked in mid-air.



Muzet

Recommended Combos

Deal Heavy Damage with a Continuous Attack

Step 1: ⇨ / ⇦ + ✕, Step 2: Fire Whip, Step 3: Illusionary Charge, Step 4: Sharpened Whip, Step 5: Binding Sphere

Muzét's long-range ⇨ / ⇦ + ✕ attack is the opener for this damaging combo that can be performed from afar. Chain the normal attack into quick Fire Whip and Illusionary Charge artes before securing a knockdown with Sharpened Whip. If you cast Binding Sphere immediately after the enemy falls, it will trigger as the enemy rises, dealing maximum damage and providing a new opening for a follow-up combo.

Muzet

Character Evolution

Learn Artes of Every Type as Early as You Can

Muzét fights primarily with spirit artes, so your first priority is to learn a wide variety of basic and intermediate artes so she can target most enemy weaknesses. At the same time, try to pick up the skills that will boost the power of her artes and her Max TP. Once Muzét has artes of every damage type, aim for the skills that will let her cast them in mid-air. Finally, power up her current spirit artes and strive for her powerful advanced artes that you can cast safely from above.

Suggested Growth Plan

Development Chart

Learn Artes of Every Damage Type

Once you've learned all of Muzét's basic and intermediate artes, you'll be able to target most enemy weaknesses. This process shouldn't take long, as she joins the party with 600 points in each element.

Arrivederci
Blue Sphere
Sharpened Roots

Learn Skills That Enable Mid-Air Casting

Your next priority is learning the Aerial Spell skill, which allows you to cast spirit artes in mid-air, and Air Swimmer, which enables a variety of mid-air movement actions. At the same time, aim for Muzét's first advanced artes.

Aerial Spell
Cyclone
Sweet Light
Focused Assault
Dark Visitor
Air Swimmer

Aim for Powerful and Arcane Artes

Continue to target the remaining advanced artes, while also picking up Sharpened Whip and Binding Sphere for their ability to knock foes down and hit numerous times, respectively. And of course, Muzét's arcane artes will help boost her combat prowess significantly.

Sharpened Whip
Elemental Hymn
Diffusional Drive
Sunburst
Binding Sphere
Roche Waltz

Master Muzét's Emergency Warp Enhancers

Finally, aim for the skills that boost Muzét's Emergency Warp ability. These will allow you to shorten casting times, save on TP costs, and boost the power of chained spirit artes.

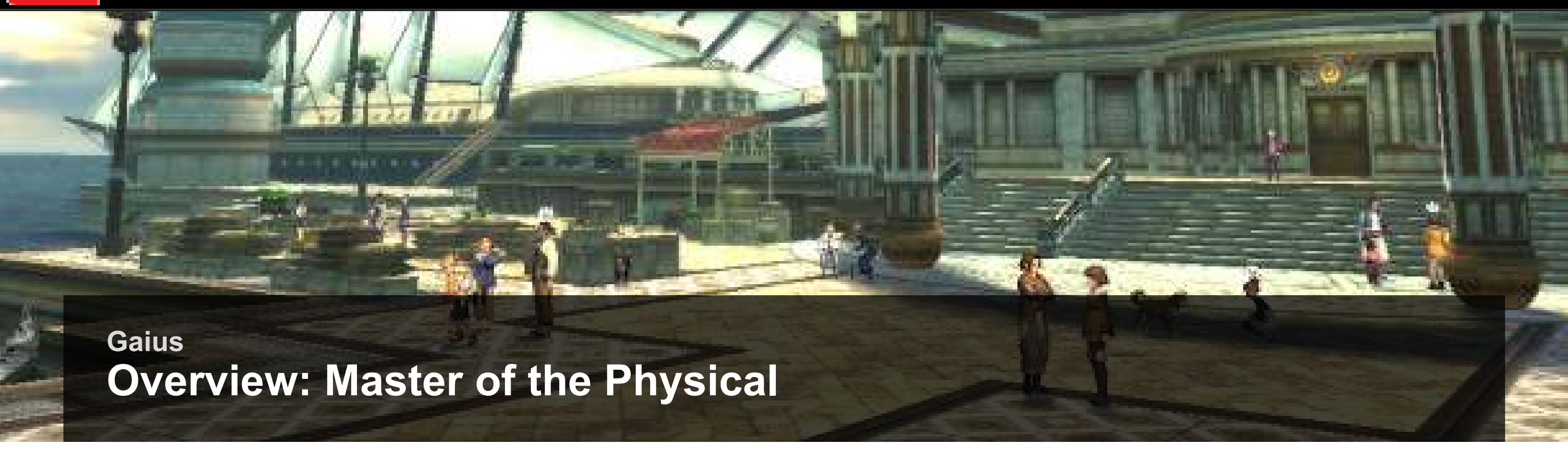
Dimensional Spell
Dimensional Bonus

Allium Orbs - Skills and Artes

Points	Light	Light-Earth	Earth	Earth-Water
15	—	—	—	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	—	—
160	Illusionary Charge	—	Stun Blitz Lv.1	—
230	—	Level Restore	—	—
310	Illusionary Charge Lv.1	—	Stun Blitz Lv.2	—
400	Life Up	—	—	—
500	—	—	—	Sharpened Petals
610	Stamina	—	Air Pressure	—
730	Over Extension 2	—	—	Sharpened Petals Lv.1
870	Intelligence 2	—	Dexterity 2	—
1030	HP Gain 2	—	—	Sharpened Petals Lv.2
1210	—	Aerial Guard	Sharpened Roots	—
1410	Illusionary Charge Lv.2	—	Stun Blitz Lv.3	—
1630	Over Extension	—	All Guard	Sharpened Petals Lv.3
1880	Over Extension 3	—	Air Pressure Lv.1	—
2160	Stamina 2	—	Stun Blitz Lv.4	—
2470	—	—	Flash Guard	Sharpened Petals Lv.4
2810	Heal Share Plus	Roche Waltz	—	Spell Resonance
3180	Illusionary Charge Lv.3	—	Sharpened Roots Lv.1	—
3590	HP Surge	—	—	Diffusional Drive
4040	—	—	Air Pressure Lv.2	—
4530	Linked Action	Roche Waltz Lv.1	HP Restoration Guard	—
5060	—	—	Sharpened Roots Lv.2	—
5630	Illusionary Charge Lv.4	—	Air Pressure Lv.3	Diffusional Drive Lv.1
6250	—	—	Perfect Guard	—
6920	—	Roche Waltz Lv.2	Dexterity 3	—
7640	—	—	Sharpened Roots Lv.3	—
8410	HP Surge 2	—	—	Diffusional Drive Lv.2
9230	—	—	Air Pressure Lv.4	—
10110	Damage Control	Roche Waltz Lv.3	—	—
11050	—	—	Aerial Armor	—
12050	—	—	—	Diffusional Drive Lv.3
13110	—	—	Sharpened Roots Lv.4	—
14230	—	Roche Waltz Lv.4	—	—
15420	—	—	—	Diffusional Drive Lv.4
16680	—	—	—	—

Points	Water	Water-Dark	Dark	Dark-Wind
15	—	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	Sweet Heart Lv.1	—	TP Gain	—
160	—	—	—	Aerial Force
230	Hidden Target	—	Gravity Well Lv.1	—
310	—	—	—	—
400	Sweet Heart Lv.2	—	Mind Up	—
500	—	—	—	—
610	Blue Sphere	—	Spirit	—
730	—	—	Mind Reversal	—
870	Vitality 2	—	Psyche 2	—
1030	—	—	TP Gain 2	—
1210	Sweet Heart Lv.3	Air Swimmer	Gravity Well Lv.2	TP Combo Support
1410	Blue Sphere Lv.1	—	Combo Siphon	—
1630	—	Force Mine	Dark Guard	—
1880	Casting Window	—	Gravity Well Lv.3	Focused Assault
2160	Sweet Light	HP Absorbed	Spirit 2	—
2470	—	Force Mine Lv.1	—	Cyclone
2810	Blue Sphere Lv.2	—	Mind Share Plus	—
3180	Sweet Heart Lv.4	—	—	Dark Visitor
3590	—	Force Mine Lv.2	TP Surge	—
4040	Hidden Target 2	—	Gravity Well Lv.4	—
4530	Sweet Light Lv.1	Resolution	—	Cyclone Lv.1
5060	Last Stand	Force Mine Lv.3	Binding Sphere	—
5630	—	Soul Absorption	—	Dark Visitor Lv.1
6250	Blue Sphere Lv.3	—	Binding Sphere Lv.1	—
6920	Grace	Force Mine Lv.4	—	Cyclone Lv.2
7640	Sweet Light Lv.2	Soul Absorption Lv.1	—	Dimensional Spell
8410	—	—	Binding Sphere Lv.2	Dark Visitor Lv.2
9230	Blue Sphere Lv.4	—	TP Surge 2	Dimensional Bonus
10110	—	Soul Absorption Lv.2	—	Cyclone Lv.3
11050	Sweet Light Lv.3	—	Chain Spell	—
12050	—	—	—	Dark Visitor Lv.3
13110	—	Soul Absorption Lv.3	Binding Sphere Lv.3	—
14230	Sweet Light Lv.4	—	—	Cyclone Lv.4
15420	—	—	Binding Sphere Lv.4	Dark Visitor Lv.4
16680	—	Soul Absorption Lv.4	—	—

Points	Wind	Wind-Fire	Fire	Fire-Light
15	—	—	Fire Whip	—
50	Agility	—	Strength	—
100	Wind Lance Lv.1	—	—	—
160	—	—	Flame Ring	Speed Cast
230	Jump Cancel	—	Fury Stoke	—
310	—	Bolt Strike	—	—
400	Wind Tussle	—	Fire Whip Lv.1	—
500	—	Momentary Gain	—	—
610	Arrivederci	—	Flame Ring Lv.1	Mirage Step
730	—	Aerial Bind	—	—
870	Agility 2	—	Strength 2	—
1030	Wind Lance Lv.2	Bolt Strike Lv.1	Fire Whip Lv.2	—
1210	—	—	—	Spire Throw
1410	Wind Tussle Lv.1	Bolt Strike Lv.2	—	Increased Tension
1630	Aerial Jump	—	Flame Ring Lv.2	—
1880	—	Bolt Strike Lv.3	—	Spire Throw Lv.1
2160	Arrivederci Lv.1	—	Sunburst	—
2470	Aerial Spell	Bolt Strike Lv.4	—	Sharpened Whip
2810	Wind Lance Lv.3	—	Fire Whip Lv.3	—
3180	—	Focused Spell	—	Spire Throw Lv.2
3590	Wind Tussle Lv.2	—	Fury Stoke 2	—
4040	Arrivederci Lv.2	Momentary Gain 2	—	Sharpened Whip Lv.1
4530	Wind Lance Lv.4	—	Sunburst Lv.1	—
5060	Support Shift	Elemental Hymn	Flame Ring Lv.3	Spire Throw Lv.3
5630	—	—	Fire Whip Lv.4	—
6250	Wind Tussle Lv.3	—	—	Sharpened Whip Lv.2
6920	—	Elemental Hymn Lv.1	Sunburst Lv.2	—
7640	Arrivederci Lv.3	—	—	Spire Throw Lv.4
8410	—	—	Fortune	—
9230	Alternate Dash	Elemental Hymn Lv.2	—	Increased Tension 2
10110	—	—	Flame Ring Lv.4	—
11050	Wind Tussle Lv.4	—	—	Sharpened Whip Lv.3
12050	—	Elemental Hymn Lv.3	Sunburst Lv.3	—
13110	Arrivederci Lv.4	—	—	Sharpened Whip Lv.4
14230	—	—	Sunburst Lv.4	—
15420	—	Elemental Hymn Lv.4	—	—
16680	—	—	—	—



Gaius

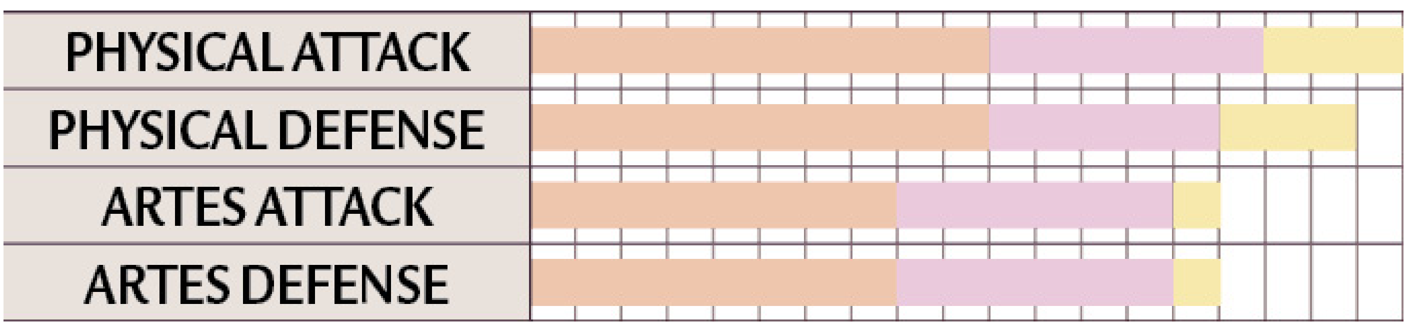
Overview: Master of the Physical

Fueled by his extremely high Strength and Vitality, Gaius enjoys top-class Physical Attack and Physical Defense stats. With a large amount of HP to back them up, Gaius is perfectly suited for front-line combat. The main chink in his armor is his low Artes Defense stat; equipping hats for his headgear is one way to shore up that weakness.

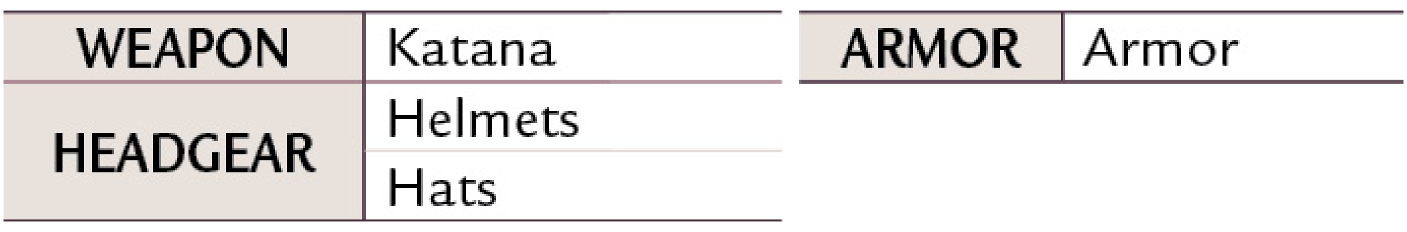
Stats

Stat	Lv.1	Lv.50	Lv.100	Lv.200	Rank
HP	470	2773	5123	9823	A
TP	95	160	227	360	D
Strength	55	520	995	1945	A
Vitality	58	548	1048	2048	S
Intelligence	37	380	730	1430	C
Psyche	34	328	628	1228	D
Agility	45	437	837	1637	B
Dexterity	47	439	839	1639	B

Stat Balance (🟧 **Stats** 🟪 **Equipment** 🟨 **Skills)**



Equippable Armaments



WEAPON	Katana
HEADGEAR	Helmets Hats
ARMOR	Armor

Partner Skill: Chivalry

Blocks for Partner and Triggers Effects

When Gaius steps in to block an enemy attack for his partner, Gaius and his partner gain three special effects: the first hit of their next attack strikes as if hitting an enemy weakness, the first hit of their next attack can break Iron Stances to stagger a foe (this won't apply to spirit artes), and a 25% TP cost reduction will be applied throughout the combo that begins with their next attack. These effects provide an opportunity to deliver a stunningly powerful counterattack, so when you're linked with Gaius, it may be a good idea not to guard at all!

Chivalry Properties

When Gaius blocks an enemy attack to protect his partner, both he and his partner gain the following effects:

- 25% TP cost reduction for their next attack and ensuing combo.
- Their next attack hits as if exploiting an enemy weakness.
- Their next attack can break an enemy's Iron Stance and stagger him. (Does not apply to spirit artes.)
- When the Support Shift skill is active, Gaius and his partner get only the TP cost-reduction benefit, but their actions do not consume AC for 5 seconds.

Chivalry
Gale Fang
RESIST!
1123 DAMAGE
13 HITS
3155 198
2452 236
2419 277
2605 259
2

Take advantage of the TP cost reduction to strike with your deadliest artes.

Gaius

Character Abilities

A Warrior Who Excels at Close Combat

With his high Physical Attack and Physical Defense, Gaius excels on the front lines. He's particularly strong in one-on-one combat, thanks to his ability to counterattack enemy hits with the Retribution ability. Conversely, he can have difficulties with large groups of foes, as his attacks often have long wind-ups that make them hard to deliver when surrounded. Keep a careful eye on battlefield positions and always strive to engineer one-on-one fights.

Key Attributes

- Learns a variety of skills related to guarding.
- Can learn numerous artes that prop up fallen foes, making combos easier.
- Retribution ability allows for an effective guard-and-retaliate style of combat.

Special Ability—Retribution

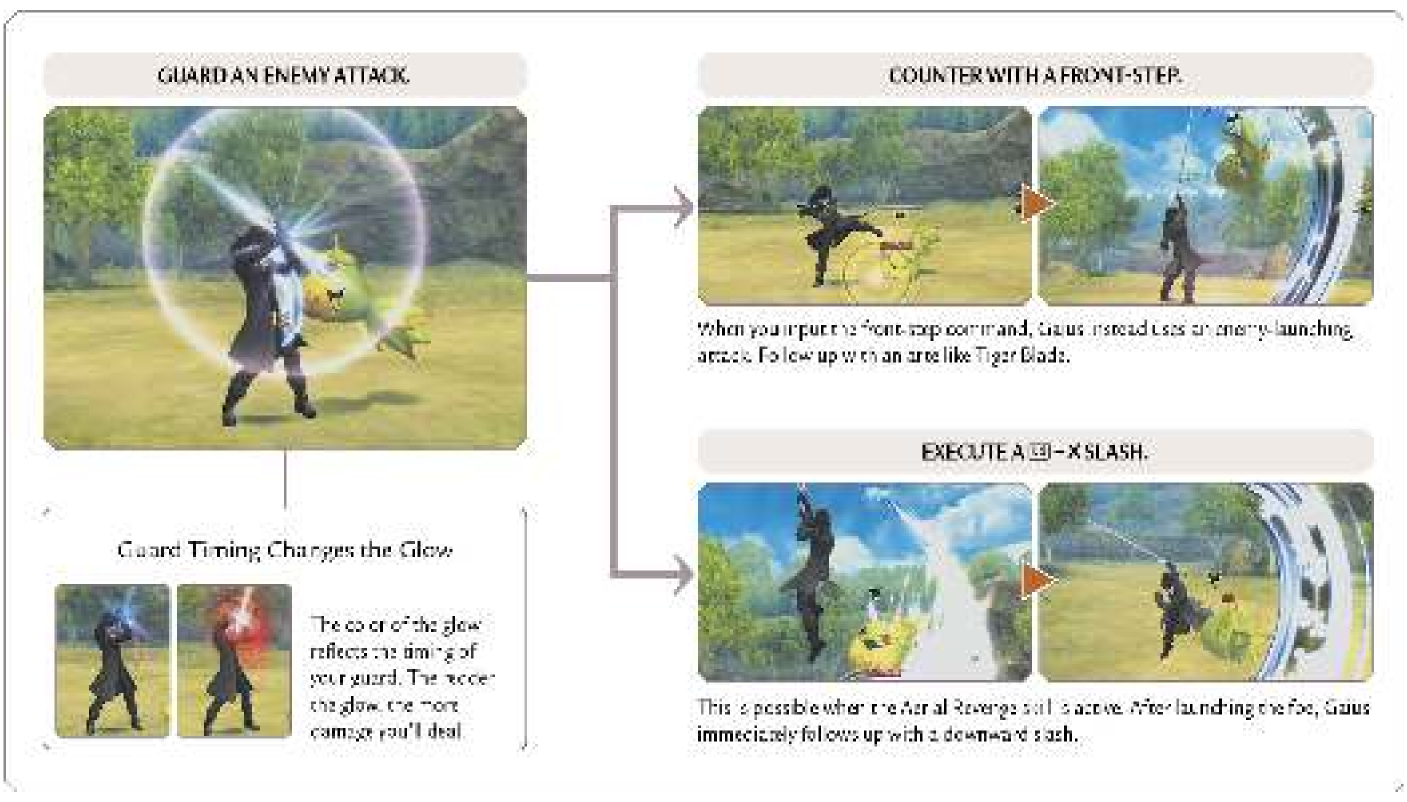
Transforms a Post-Guard Front-Step into a Deadly Strike

After Gaius guards an attack (except for a spirit arte), for roughly the next second, his front-step is transformed into a powerful, enemy-launching attack. The amount of damage the attack deals varies based on how quickly Gaius guarded, hitting for up to six times the amount of damage as a normal attack if he guarded at the last minute, and only four times as much if he guarded early. This ability is easy to trigger and costs no TP, so you should aim to use it often. Note that if the skill Aerial Revenge is active, you can trigger Retribution with L1 + ✕ instead of a front-step to add a mid-air follow-up attack.

Retribution-Related Skills

Skill	Effect When Active
Revenge Plus	Provides a 30% chance of earning the maximum damage multiplier when using Retribution.
Aerial Revenge	Allows triggering of Retribution with L1 + ✕.
Avenger	Increases duration of Retribution to 4 seconds.
Avenger Plus	If Avenger is also active, allows triggering of Retribution when an enemy attack is successfully evaded with a back-step.

Steps of Retribution



When you input the front-step command, Gaius instead uses an enemy-launching attack. Follow up with an arte like Tiger Blade.

This is possible when the Aerial Revenge skill is active. After launching the foe, Gaius immediately follows up with a downward slash.

The color of the glow reflects the timing of your guard. The redder the glow, the more damage you'll deal.

Normal Attacks

String Together Combos with ✕ Strikes

Gaius's normal attacks are generally on the slow side, so make the relatively quick ✕ strike your main combo starter. The ↓ + ✕ attack is ideal as a combo finisher, knocking your target down and giving you a chance to refill your AC. But when you just want to dish out the damage, focus on executing Retribution attacks and following them up with ↑ + ✕ strikes or the Tiger Fang arte.

AC+1
778
1812 DAMAGE!
2 HITS!
AC+1
1105
2837
79
4810
205

The second through fourth stages of Gaius's ✕ combo have a wide area of effect, allowing him to ensnare nearby foes.

Gaius

Artes

Zero In on Solitary Targets for Major Damage

Gaius has a variety of powerful artes to display his unparalleled strength in melee combat. He also has access to some long-range artes, like Demon Fang and Exalted Divide, which provide some versatility in terms of who he can target. In addition to his offensive artes, Gaius can support the party by providing healing and Physical Attack and Arte Attack boosts with artes like Chakra Circle, or revive the fallen with Spirit Channel. What he lacks is artes that can target whole groups of foes, so make a habit of isolating and attacking lone enemies who are far from the crowd.

Physical Arte **Chakra Circle**

TP Cost	15	**Casting Time**	—	**Learned From**	Start

Power	—	**# of Hits**	—	**Phys. to Magic Ratio**	0:10	**Iron Stance**	—	**Guard Break**	—	**HP Recovery**	—
Properties	HP Recovery 15% -Physical and Magic attack Up (15%)	**Count**	[200/400] Recovery Increased + 5%	**Gauge**	0						

Physical Arte **Spirit Channel**

TP Cost	40	**Casting Time**	—	**Learned From**	Water 4530

Power	—	**# of Hits**	—	**Phys. to Magic Ratio**	0:10	**Iron Stance**	—	**Guard Break**	—	**HP Recovery**	—
Properties	Recovery Impossible(HP Recovery 5%)	**Count**	[100/200] Cast Time Reduced (0.8 Sec.)	**Gauge**	0						

Physical Arte **Savage Beckoning**

TP Cost	7	**Casting Time**	—	**Learned From**	Start

Power	250	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**Iron Stance**	6	**Guard Break**	4	**HP Recovery**	6
Properties	Attack Increase 50%, Rotate Enemy	**Count**	[100] Increased Area of Effect, [200] Prop Up	**Gauge**	10						

Physical Arte **Soaring Demon Fang**

TP Cost	5	**Casting Time**	—	**Learned From**	Dark-Wind 610

Power	220	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**Iron Stance**	12	**Guard Break**	8	**HP Recovery**	12
Properties	—	**Count**	[100] Speed Up	**Gauge**	10						

Physical Arte **Demon Fang**

TP Cost	9	**Casting Time**	—	**Learned From**	Start

Power	360	**# of Hits**	2	**Phys. to Magic Ratio**	7:3	**Iron Stance**	12	**Guard Break**	8	**HP Recovery**	12
Properties	Prop Up (Swords Only)	**Count**	[100] Range Up, [200] Prop Up/Pierces Foes	**Gauge**	10						

Physical Arte **Sonic Thrust**

TP Cost	6	**Casting Time**	—	**Learned From**	Wind 100

Power	300	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**Iron Stance**	6	**Guard Break**	4	**HP Recovery**	6
Properties	—	**Count**	[100] Can Use in Mid-air	**Gauge**	10						

Physical Arte **Squall**

TP Cost	6	**Casting Time**	—	**Learned From**	Fire 160

Power	350	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**Iron Stance**	6	**Guard Break**	4	**HP Recovery**	6
Properties	—	**Count**	[100] Stun Critical	**Gauge**	5						

Physical Arte **Hydra Strike**

TP Cost	11	**Casting Time**	—	**Learned From**	Dark 730

Power	450	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**Iron Stance**	12	**Guard Break**	8	**HP Recovery**	12
Properties	—	**Count**	[100] Stun (15%), [200] Stun Rate + 15%	**Gauge**	10						

Physical Arte **Eradication Sweep**

TP Cost	15	**Casting Time**	—	**Learned From**	Light 230

Power	450	**# of Hits**	3	**Phys. to Magic Ratio**	10:0	**Iron Stance**	18	**Guard Break**	12	**HP Recovery**	18
Properties	Stun (30%) /Pull-in	**Count**	[200] Unstaggerable After Use	**Gauge**	15						

Physical Arte **Pale Ghost**

TP Cost	12	**Casting Time**	—	**Learned From**	Earth 1210

Power	500	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**Iron Stance**	6	**Guard Break**	4	**HP Recovery**	6
Properties	Prop Up	**Count**	[100] Can Use in Mid-air, [200] Knockdown Critical	**Gauge**	10						

Physical Arte **Tiger Blade**

TP Cost	13	**Casting Time**	—	**Learned From**	Earth 15

Power	600<780>	**# of Hits**	2<3>	**Phys. to Magic Ratio**	10:0	**Iron Stance**	12<18>	**Guard Break**	8<12>	**HP Recovery**	12<18>
Properties	—	**Count**	[100] Can Use in Mid-air	**Gauge**	10<15>						

Physical Arte **Exalted Divide**

TP Cost	18	**Casting Time**	—	**Learned From**	Light-Earth 1210

Power	663	**# of Hits**	3	**Phys. to Magic Ratio**	10:0	**Iron Stance**	18	**Guard Break**	300	**HP Recovery**	18
Properties	—	**Count**	[100] Prop Up, [200] Unstaggerable After Use	**Gauge**	15						

Physical Arte **Calamity Stance**

TP Cost	16	**Casting Time**	—	**Learned From**	Start

Power	550	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**Iron Stance**	60	**Guard Break**	200	**HP Recovery**	12
Properties	Knockdown/Usable mid-stagger	**Count**	[100] Iron Stance while in attack stance	**Gauge**	30						

Physical Arte **Beast**

TP Cost	16	**Casting Time**	—	**Learned From**	Wind-Fire 2810

Power	700	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**Iron Stance**	6	**Guard Break**	100	**HP Recovery**	6
Properties	Knockdown	**Count**	[100] Guard Block +100	**Gauge**	15						

Physical Arte **Celestial Rupture**

TP Cost	20	**Casting Time**	—	**Learned From**	Water 1630

Power	672	**# of Hits**	6	**Phys. to Magic Ratio**	10:0	**Iron Stance**	36	**Guard Break**	24	**HP Recovery**	36
Properties	Juggle/Prop Up	**Count**	[100] Stun Critical	**Gauge**	12						

Physical Arte **Obliteration Cross**

TP Cost	24	**Casting Time**	—	**Learned From**	Light 2470

Power	900	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**Iron Stance**	12	**Guard Break**	8	**HP Recovery**	12
Properties	Pass-Through/Knockdown/No Damage Reduction vs. Knockdown (First 2 Hits Only)	**Count**	[100] Prop Up	**Gauge**	10						

Physical Arte **Dragon Swarm**

TP Cost	28	**Casting Time**	—	**Learned From**	Earth-Water 1880

Power	1000<1400>	**# of Hits**	5<6>	**Phys. to Magic Ratio**	10:0	**Iron Stance**	12<18>	**Guard Break**	8<108>	**HP Recovery**	12<18>
Properties	—	**Count**	[100] Speed Up	**Gauge**	10<12>						

Physical Arte **Divine Ascension**

TP Cost	32	**Casting Time**	—	**Learned From**	Water-Dark 1880

Power	1200	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**Iron Stance**	30	**Guard Break**	100	**HP Recovery**	6
Properties	Knockdown/Knockdown Critical	**Count**	[100] Speed Up	**Gauge**	20						

Physical Arte **Swallow Fury**

TP Cost	25	**Casting Time**	—	**Learned From**	Wind 4530

Power	765<1020>	**# of Hits**	3<4>	**Phys. to Magic Ratio**	10:0	**Iron Stance**	18<24>	**Guard Break**	12<16>	**HP Recovery**	18<24>
Properties	Prop Up (more than 1 Hit)/Pass-Through/Juggle/Knockdown	**Count**	[100] Can Use in Mid-air	**Gauge**	7.5<10>						

Physical Arte **Demonic Wrath**

TP Cost	30	**Casting Time**	—	**Learned From**	Dark-Wind 6250

Power	900	**# of Hits**	4	**Phys. to Magic Ratio**	10:0	**Iron Stance**	24	**Guard Break**	16	**HP Recovery**	24
Properties	Juggle/Knockdown	**Count**	[100] Prop Up [200], Toss enemy into air (stabilized), [400] Range Up	**Gauge**	10						

Physical Arte **Incineration Wave**

TP Cost	60	**Casting Time**	—	**Learned From**	Fire 2160

Power	1800	**# of Hits**	8	**Phys. to Magic Ratio**	10:0	**Iron Stance**	48	**Guard Break**	32	**HP Recovery**	48
Properties	—	**Count**	[100/400] Hits + 2, [200] Speed Up	**Gauge**	12						

Physical Arte **Light of Ruin**

TP Cost	35	**Casting Time**	—	**Learned From**	Fire-Light 4530

Power	1260	**# of Hits**	9	**Phys. to Magic Ratio**	9:1	**Iron Stance**	54	**Guard Break**	36	**HP Recovery**	54
Properties	Prop Up/Juggle/Knockdown	**Count**	[100] Iron Stance + 24, Guard Block + 96	**Gauge**	12						

Mystery **Blade of Heaven**

TP Cost	70	**Casting Time**	—	**Learned From**	Light-Earth 6250

Power	1250	**# of Hits**	7	**Phys. to Magic Ratio**	10:0	**Iron Stance**	70	**Guard Break**	28	**HP Recovery**	70
Properties	Juggle/Knockdown	**Count**	[100] Prop Up	**Gauge**	10						

Mystery **Dragon's Maw**

TP Cost	56	**Casting Time**	—	**Learned From**	Wind-Fire 3590

Power	1100	**# of Hits**	7	**Phys. to Magic Ratio**	10:0	**Iron Stance**	70	**Guard Break**	124	**HP Recovery**	70
Properties	Juggle/Knockdown/Critical(30%)	**Count**	[100] Speed Up, [200] Enemy Pop Up mid-range	**Gauge**	15						

Mystic Arte **Absolute Domination**

TP Cost	0	**Casting Time**	—	**Learned From**	Skill Special

Power	11900	**# of Hits**	9	**Phys. to Magic Ratio**	10:0	**Iron Stance**	—	**Guard Break**	—	**HP Recovery**	—
Properties	Accuracy/Knockdown	**Count**	—	**Gauge**	0						

Gaius

Tactics

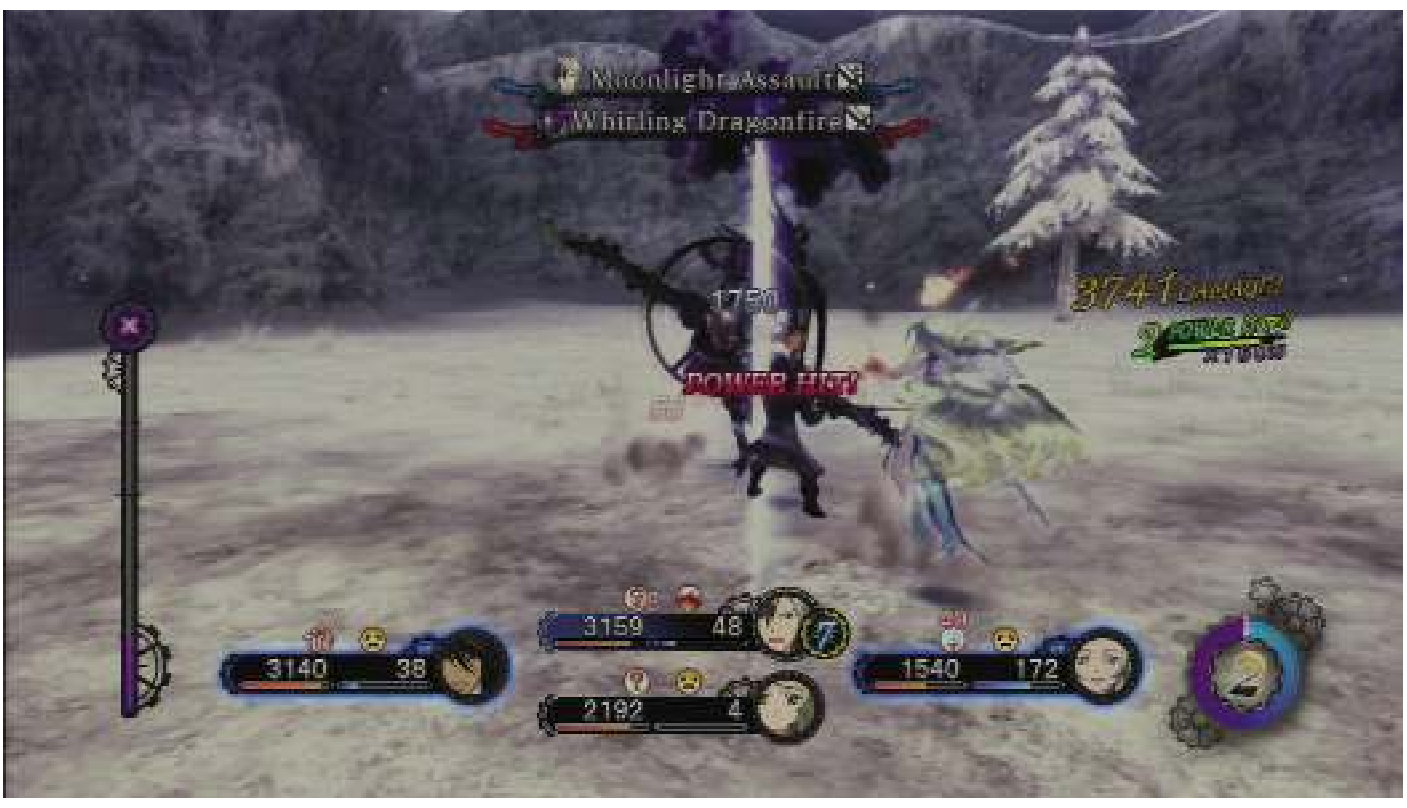
Rush In and Challenge Foes to Single Combat

Gaius has access to long-range artes, but he fights most effectively at close range. Before you engage your foes, boost Gaius's Physical Attack with an arte like Chakra Circle or Savage Beckoning, then create an opening with an arte like Demon Fang or Soaring Demon Fang so you can rush in to melee range. The Sonic Thrust arte provides a good way to close the distance quickly.

Gaius also has lots of artes that prop up fallen foes, so make combos out of knocking foes down with the second stage of Gaius's ⇩ + ✖ attack and following up with a Pale Ghost or a close-range Demon Fang (provided you hit the target with the sword itself).

Boss Tactics—Strengthen Your Guard and Focus on Counterattacks

Gaius can learn a variety of skills related to guarding, with artes like Solid Guard and All Guard allowing him to take only minimal damage from even the strongest of boss attacks. This complements his special ability beautifully, so focus on guarding enemy strikes and retaliating with Retribution for heavy damage.

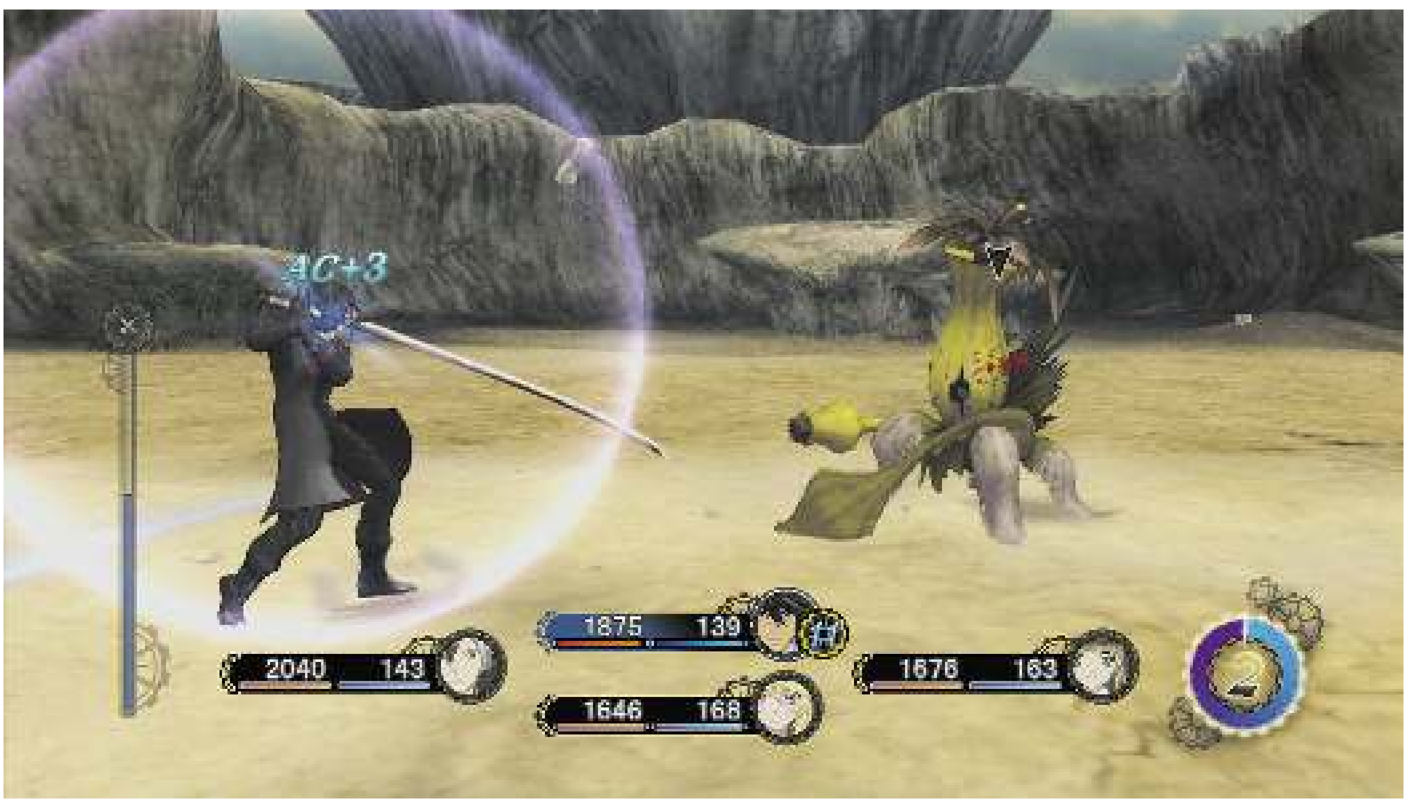


Master timing your foe's attacks so you can counterattack with Retribution.

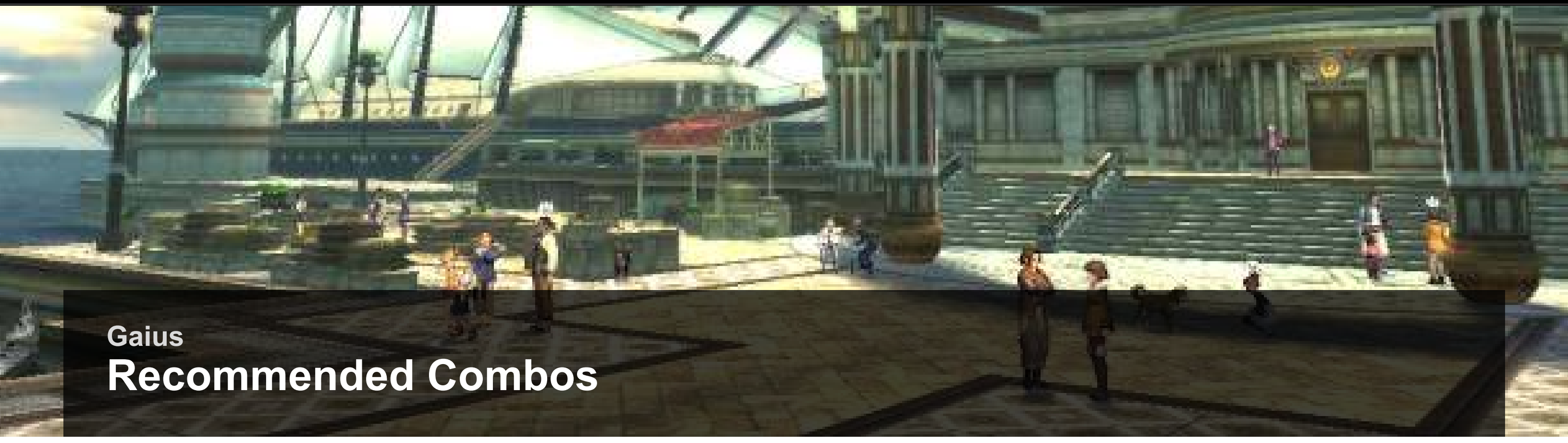
Recommended Skills	
Solid Guard	Damage is reduced by 50% when guarding or using Magic Guard.
Power Charge	If you guard or use Magic Guard for 0.75 seconds, the next arte you use in a combo will cost 25% less TP and provide +1 AC.
Power Charge 2	If you guard or use Magic Guard for 2 seconds, the first hit of your next attack will hit an enemy weakness and provide +1 AC.
Power Charge 3	If you guard or use Magic Guard for 4.5 seconds, the first hit of your next non-spirit-arte attack will always stagger your foe and provide +1 AC.
All Guard	When using Magic Guard, both Physical Attack and Artes Attack damage is reduced.
Perfect Guard	When you perform a successful Flash Guard, you receive no damage.
Flash Guard	When you guard at the last moment, damage is reduced by 90%. Does not work with All Guard.
TP Restoration Guard	When you perform a successful Flash Guard, you recover 10% of your max TP.
Guard Impact	Deals damage to nearby foes when you guard at the last moment. Will not trigger if you receive no damage.

Special—Activate Skills that Trigger on Back-Steps

When the skill Avenger Plus is active, Gaius can trigger Retribution after back-stepping away from an enemy attack. Pair that skill with Momentary Gain, and doing so will increase your AC as well. Momentary Gain 2 will allow you to gain 3 AC with each successful evasion, enabling longer combos.



Keep your guard up and time your back-steps for when your enemy launches an attack.



Gaius

Recommended Combos

A Normal Attack-Focused Combo that Saves TP

Step 1: ✕, Step 2: ✕, Step 3: Squall, Step 4: ⇩ + ✕, Step 5: ⇩ + ✕

Using only normal attacks and the Squall arte (which Gaius already knows when he joins the party), this combo uses a mere 6 TP. It's a short combo at only five hits, but it's a good way to conserve TP so you can afford to use more expensive artes like Eradication Sweep, and the combo leaves your foes few openings to interfere. If you want to boost its damage potential, kick things off by casting Savage Beckoning.

A Quick Combo Off of a Sonic Thrust

Step 1: Sonic Thrust, Step 2: ⇩ + ✕, Step 3: ✕, Step 4: Hydra Strike, Step 5: Tiger Blade

The Sonic Thrust arte lets you attack while quickly closing the distance to far away foes. When you arrive at your target, continue the combo with the ⇩ + ✕ and ✕ attacks, chained into the Hydra Strike and Tiger Blade artes. If you still have TP and AC to spare after the final Tiger Blade, you can continue the combo with another arte to boost your damage and increase the hit count.

Launch Your Foes Skyward for a Brutal Pummeling

Step 1: L1 + ✕, Step 2: ✕, Step 3: Soaring Demon Fang, Step 4: Sonic Thrust, Step 5: Soaring Demon Fang

This combo launches your foes into the air for a variety of powerful attacks. The benefit of taking it to the skies is that Gaius's dramatic mid-air movements make it difficult for other enemies to interfere with the combo. However, the timing of the various moves can be a little unforgiving, so this one might take some practice. Note that heavy foes will thud to earth after the first Soaring Demon Fang, but the Sonic Thrust will still connect, allowing you to keep the combo going.

A Combo That Keeps Going While Your AC Refills

Step 1: Hydra Strike, Step 2: Tiger Blade, Step 3: ✕, Step 4: Swallow Fury, Step 5: Light of Ruin

The quickly executable Hydra Strike kicks off this combo, which continues with artes that use a variety of damage types. After Swallow Fury knocks your target down, promptly fire off a Light of Ruin arte. If the blades of light hit the foe as it's getting up, they'll prop him up. You can't keep attacking a foe as it is being hit by the blade, so pause for a moment to refill your AC before continuing your onslaught.

Using Retribution as a Combo Starter

Step 1: Guard, Step 2: Front-Step, Step 3: Sonic Thrust, Step 4: Dragon Swarm, Step 5: Beast

This defensive combo is designed to put Gaius's Retribution ability to good use. After guarding an enemy attack, immediately front-step to trigger Retribution and knock the foe into the air. Follow up with Sonic Thrust, Dragon Swarm, and finally Beast to knock your target down. If you still have AC to spare, use a ⇧ + ✕ normal attack and the Pale Ghost arte to continue the combo and add to the damage.

Gaius

Character Evolution

Prioritize Learning Guarding-Related Skills

Begin by having Gaius learn artes like Soaring Demon Fang that don't require many points but expand his repertoire of attacks. After that, play to Gaius's strengths by learning skills related to guarding. The ones that affect his Retribution ability, like Revenge Plus and Avenger, are particularly high priorities.

Suggested Growth Plan

Development chart

Pick Up Cheap and Easy Artes

Gaius joins the party with 600 points of each element. Immediately aim for the low-hanging fruit: cheap artes like Soaring Demon Fang and Hydra Strike that you can learn with minimal effort.

	Soaring Demon Fang
	Celestial Rupture
	Pale Ghost
	Hydra Strike
	Dragon Swarm
	Exalted Divide

Learn Guard-Related Skills

At this point, Aerial Revenge—which allows you to trigger Retribution with L1 + ✕—is the top priority. Then focus on learning guarding-related skills like Guard Impact.

	Obliteration Cross
	Incineration Wave
	Status Breaker
	Strength 2
	Aerial Revenge
	Guard Impact

Focus Your Growth on Earth Element

Extracting Earth element can get you the next batch of guard-enhancing skills, including All Guard and Perfect Guard. Retribution-related skills like Avenger are worth a detour, but for the most part, focus on Earth.

	Light of Ruin
	Avenger
	Support Shift
	Beast
	All Guard
	Perfect Guard

Enhance Gaius's Special Ability

The Revenge Plus arte is a must-get, making it easier to get the maximum damage multiplier out of Retribution. Avenger Plus 2 and Second Artes are also effective artes at this point in the game.

	Revenge Plus
	Avenger Plus 2

Allium Orbs - Skills and Artes

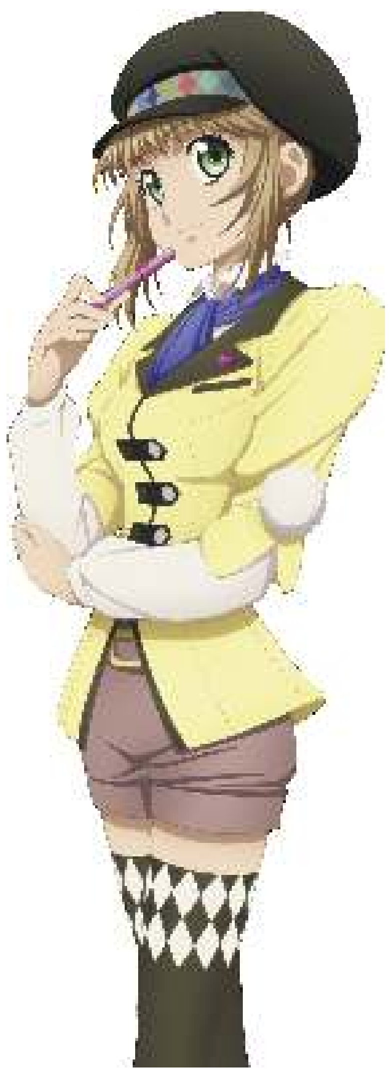
Points	Light	Light -Earth	Earth	Earth -Water
15	—	—	Tiger Blade	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	—	—
160	—	—	—	Calamity Stance Lv.1
230	Eradication Sweep	Level Restore	—	—
310	—	—	Tiger Blade Lv.1	—
400	Life Up	—	—	—
500	Eradication Sweep Lv.1	—	—	Calamity Stance Lv.2
610	Stamina	—	Tiger Blade Lv.2	—
730	Over Extension 2	—	—	—
870	Intelligence 2	—	Dexterity 2	—
1030	HP Gain 2	—	—	—
1210	—	Exalted Divide	Pale Ghost	—
1410	Light Guard	—	—	Guard Impact
1630	Over Extension	—	All Guard	—
1880	Over Extension 3	Exalted Divide Lv.1	Disorienting Strike	Dragon Swarm
2160	Stamina 2	—	—	—
2470	Obliteration Cross	—	Flash Guard	—
2810	Heal Share Plus	Exalted Divide Lv.2	—	Status Guard
3180	Eradication Sweep Lv.2	—	Pale Ghost Lv.1	—
3590	HP Surge	Exalted Divide Lv.3	—	Calamity Stance Lv.3
4040	Obliteration Cross Lv.1	—	Tiger Blade Lv.3	—
4530	—	Linked Action	TP Restoration Guard	—
5060	Eradication Sweep Lv.3	—	Support Shift	Dragon Swarm Lv.1
5630	—	Exalted Divide Lv.4	—	—
6250	Obliteration Cross Lv.2	Blade of Heaven	—	—
6920	—	—	Perfect Guard	Calamity Stance Lv.4
7640	—	—	Pale Ghost Lv.2	—
8410	Eradication Sweep Lv.4	Gravity Guard	—	—
9230	—	Blade of Heaven Lv.1	Damage Control	Dragon Swarm Lv.2
10110	HP Surge 2	—	Tiger Blade Lv.4	—
11050	—	—	Pale Ghost Lv.3	—
12050	Obliteration Cross Lv.3	Blade of Heaven Lv.2	—	Dragon Swarm Lv.3
13110	—	—	Pale Ghost Lv.4	—
14230	Obliteration Cross Lv.4	Blade of Heaven Lv.3	—	—
15420	—	—	—	Dragon Swarm Lv.4
16680	—	Blade of Heaven Lv.4	—	—

Points	Water	Water -Dark	Dark	Dark -Wind
15	—	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	Demon Fang Lv.1	—	TP Gain	—
160	—	Guard Plus	—	—
230	Fury Stoke	—	TP Combo Support	—
310	—	—	—	—
400	Indication	—	Mind Up	—
500	—	Heavy Edge	—	—
610	Life Reversal	—	Spirit	Soaring Demon Fang
730	Demon Fang Lv.2	—	Hydra Strike	—
870	Vitality 2	—	Psyche 2	—
1030	—	—	TP Gain 2	—
1210	Endurance	Status Breaker	—	Soaring Demon Fang Lv.1
1410	—	—	Hydra Strike Lv.1	—
1630	Celestial Rupture	—	Combo Siphon	Soaring Demon Fang Lv.2
1880	—	Divine Ascension	—	—
2160	Demon Fang Lv.3	—	Spirit 2	Soaring Demon Fang Lv.3
2470	—	—	Mind Share Plus	—
2810	—	—	Hydra Strike Lv.2	Avenger
3180	Celestial Rupture Lv.1	Divine Ascension Lv.1	—	—
3590	Fury Stoke 2	—	TP Surge	—
4040	Demon Fang Lv.4	—	—	Soaring Demon Fang Lv.4
4530	Spirit Channel	—	Hydra Strike Lv.3	—
5060	—	—	—	—
5630	Celestial Rupture Lv.2	Divine Ascension Lv.2	—	—
6250	Spirit Channel Lv.1	—	Hydra Strike Lv.4	Demonic Wrath
6920	Vitality 3	—	—	—
7640	—	—	—	Avenger Plus
8410	Second Artes	—	—	—
9230	Celestial Rupture Lv.3	Divine Ascension Lv.3	TP Surge 2	Demonic Wrath Lv.1
10110	—	—	—	—
11050	Spirit Channel Lv.2	—	—	Demonic Wrath Lv.2
12050	Celestial Rupture Lv.4	—	—	—
13110	—	Divine Ascension Lv.4	—	—
14230	Spirit Channel Lv.3	—	—	Demonic Wrath Lv.3
15420	Spirit Channel Lv.4	—	—	—
16680	—	—	—	Demonic Wrath Lv.4

Points	Wind	Wind-Fire	Fire	Fire-Light
15	—	—	—	—
50	Agility	—	Strength	—
100	Sonic Thrust	—	—	—
160	—	—	Squall	—
230	Hidden Target	—	—	—
310	Chakra Circle Lv.1	Momentary Gain	Savage Beckoning Lv.1	—
400	Jump Cancel	—	—	Crisis Boost
500	Sonic Thrust Lv.1	Sharp Edge	—	—
610	Mirage Step	—	Basic Chain	—
730	Chakra Circle Lv.2	—	Squall Lv.1	—
870	Agility 2	—	Strength 2	—
1030	Sonic Thrust Lv.2	—	—	—
1210	—	—	Savage Beckoning Lv.2	TP Guard Support
1410	Chakra Circle Lv.3	—	Squall Lv.2	—
1630	—	—	Aerial Revenge	—
1880	Sonic Thrust Lv.3	Extended Window	—	Cross Counter
2160	—	—	Incineration Wave	—
2470	Chakra Circle Lv.4	—	Savage Beckoning Lv.3	—
2810	—	Beast	Squall Lv.3	—
3180	Sonic Thrust Lv.4	Momentary Gain 2	Keen Edge	—
3590	Hidden Target 2	Dragon's Maw	—	—
4040	—	Beast Lv.1	Incineration Wave Lv.1	—
4530	Swallow Fury	—	—	Light of Ruin
5060	—	Dragon's Maw Lv.1	Quick Motion	—
5630	Swallow Fury Lv.1	—	Savage Beckoning Lv.4	Light of Ruin Lv.1
6250	—	Beast Lv.2	Squall Lv.4	—
6920	Swallow Fury Lv.2	—	—	—
7640	—	Dragon's Maw Lv.2	—	Survive
8410	Alternate Dash	—	Incineration Wave Lv.2	—
9230	—	Beast Lv.3	—	Light of Ruin Lv.2
10110	—	—	Revenge Plus	—
11050	—	Dragon's Maw Lv.3	—	Light of Ruin Lv.3
12050	Swallow Fury Lv.3	—	Incineration Wave Lv.3	—
13110	—	Beast Lv.4	—	Light of Ruin Lv.4
14230	—	—	Incineration Wave Lv.4	—
15420	Swallow Fury Lv.4	Dragon's Maw Lv.4	—	—
16680	—	—	—	—

Leia Rolando

Overview: Agile and Well-Balanced

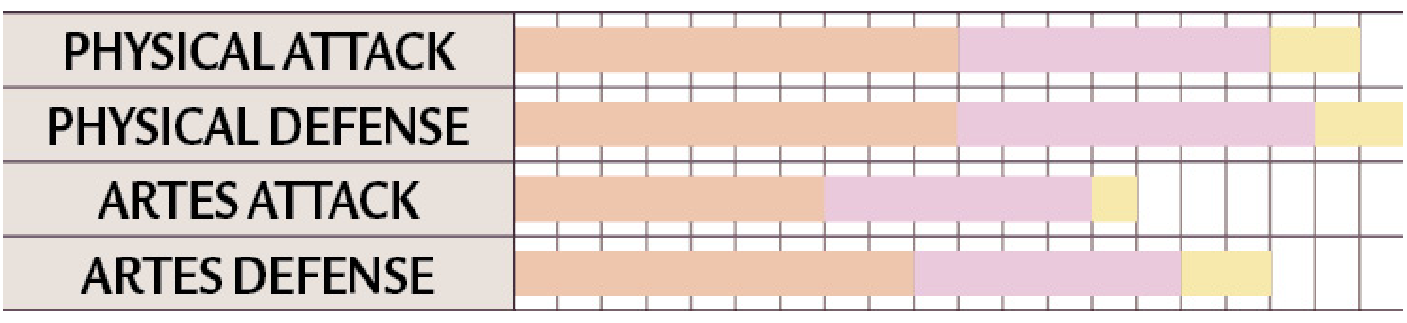


Leia has generally strong stats, with her Agility being particularly impressive, and weak scores only in Intelligence and Dexterity. Her low Intelligence hardly matters, as it affects virtually none of her artes. But to compensate for the low critical hit rate caused by her lack of Dexterity, you should strive to have her strike at foes from behind.

Stats

Stat	Lv.1	Lv.50	Lv.100	Lv.200	Rank
HP	410	2419	4469	8569	C
TP	105	203	303	503	B
Strength	41	433	833	1633	B
Vitality	47	488	938	1838	A
Intelligence	45	339	639	1239	D
Psyche	50	491	941	1841	A
Agility	52	493	943	1843	A
Dexterity	41	384	734	1434	C

Stat Balance (■ Stats ■ Equipment ■ Skills)



Equippable Armaments

WEAPON	Rods
HEADGEAR	Circlets Ribbons
ARMOR	Guards

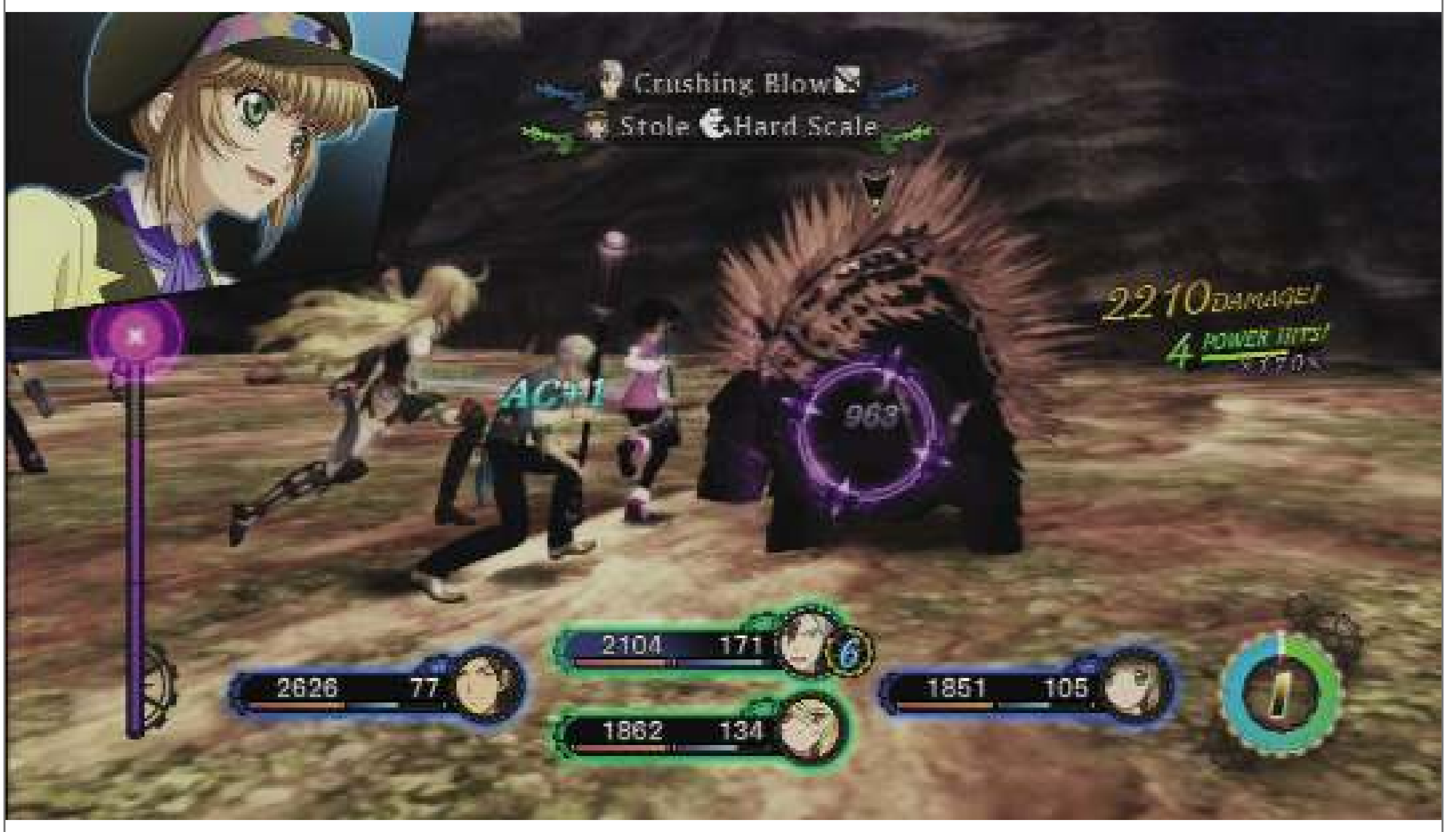
Partner Skill: Item Steal

Swipe Items from Fallen Foes

When you knock down a foe while Leia is nearby, she has a set chance of stealing the fallen foe's item. The odds of success vary per enemy, but you can boost those odds by an additional 30% with the Steal Plus skill. The items you can steal are primarily consumables and materials, but you can sometimes pilfer accessories from bosses. This ability also serves a useful function in combat, preemptively depriving foes of their healing items before they can use them to prolong the fight.

Restore Item Steal

- If Leia is standing and not currently under attack, her partner skill will trigger whenever an enemy is knocked down. The odds of success vary by enemy.
- Leia's partner skill won't trigger if the foe has no items or its item has already been stolen.
- The Steal Plus skill increases the odds of success by 30% when equipped.
- When the Support Shift skill is active, Leia will steal gald instead of items.



You can only steal one item from each foe. Once you get it, you may want to switch partners.

Leia Rolando

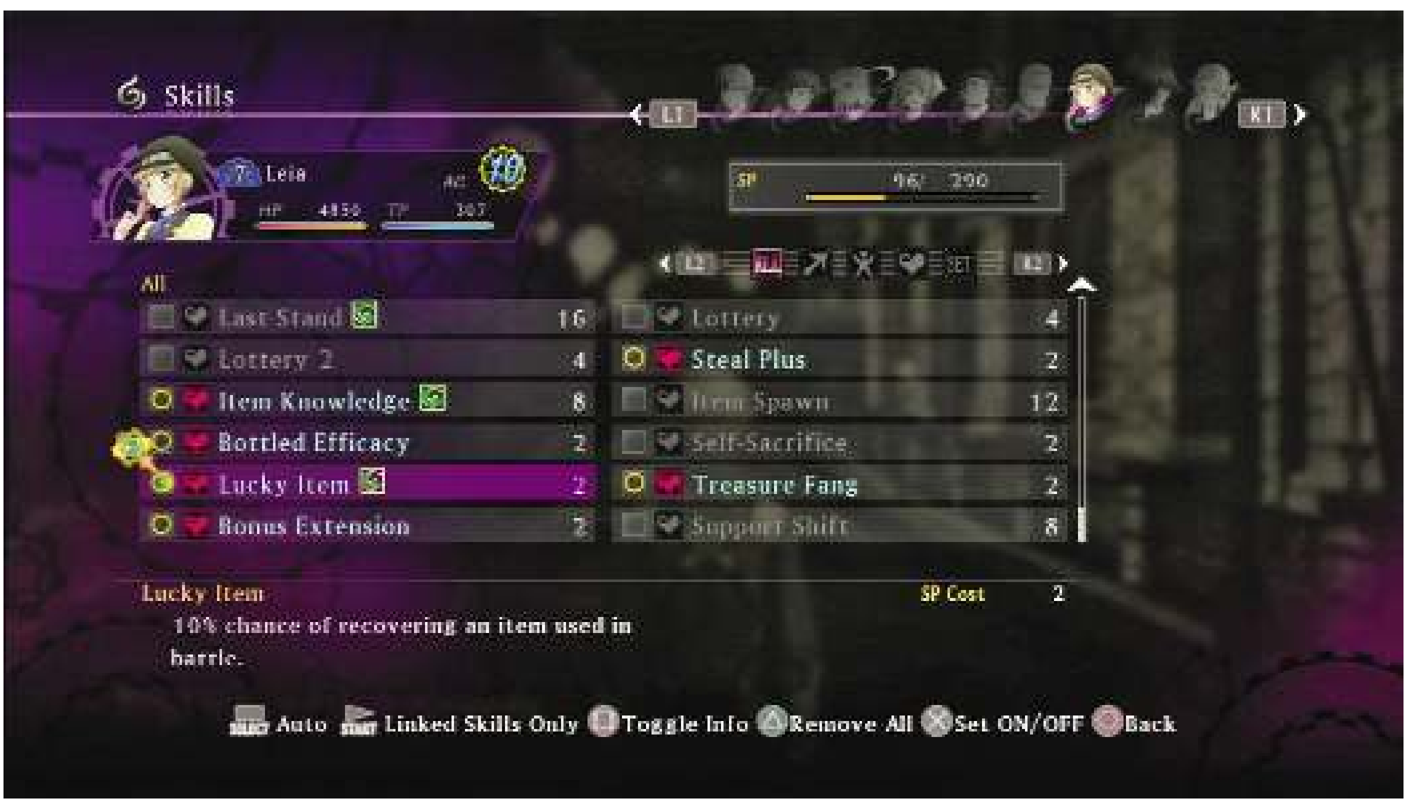
Character Abilities

Brawler, Healer, and Everything in Between

Leia's fast movement speed makes her well-suited for close-range combat, but she can also support allies with healing artes when necessary. She can also learn artes that can boost stats like Physical Attack, raising the entire party's combat prowess. Leia's greatest strength may be her ability to fit neatly into whatever role your line-up is lacking.

Key Attributes

- Can use artes that heal HP for a single ally, revive a KO'd ally, or boost stats like Physical Attack.
- Can use many artes in mid-air.
- Can learn skills that improve efficacy of items, benefiting the entire party.



Skills

Leia HP 4850 TP 307

SP 96/ 290

All

Skill	SP	Skill	SP
☐ Last Stand	16	☐ Lottery	4
☐ Lottery 2	4	○ Steal Plus	2
○ Item Knowledge	8	☐ Item Spawn	12
○ Bottled Efficacy	2	☐ Self-Sacrifice	2
○ Lucky Item	2	○ Treasure Fang	2
○ Bonus Extension	2	☐ Support Shift	8

Lucky Item SP Cost 2

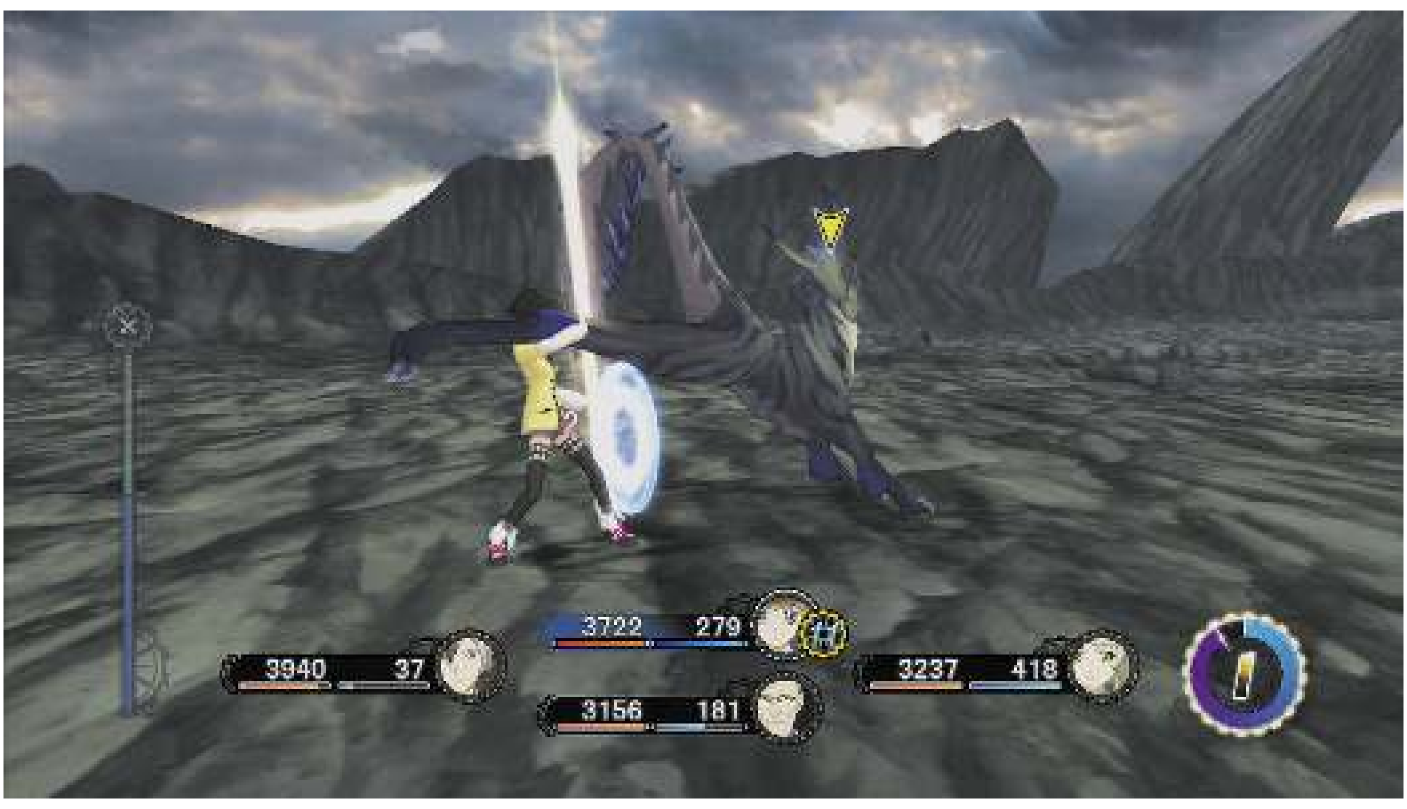
10% chance of recovering an item used in battle.

Leia has access to numerous item-related skills, so put her in charge of the party's consumables.

Special Ability—Elongating Staff

Leia's Staff Illuminates and Expands in Range

When Leia uses a back-step to evade an enemy attack right before it would connect, her staff lights up and grows in length. While in this state, all of her attacks expand in range and become easier to use. However, at only 8 seconds, the effect doesn't last long. It isn't worth keeping Leia on defense solely for this purpose, so only attempt this when the opportunity to dodge a simple enemy attack presents itself.



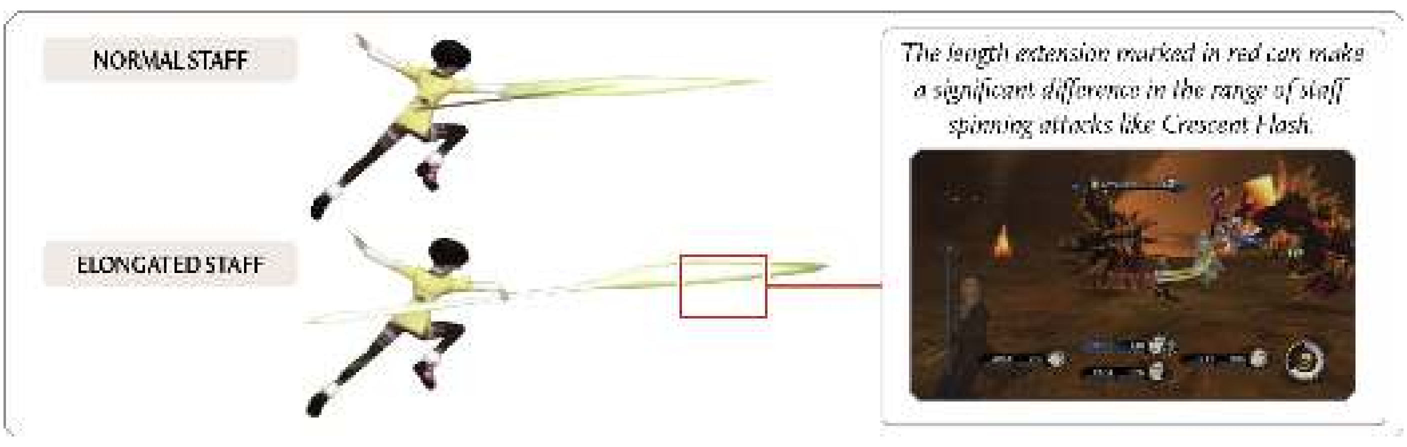
The Bonus Extension 2 skill will allow Leia to activate Elongating Staff on a Flash Guard as well.

Elongating Staff Steps

Elongating Staff activates when your currently targeted enemy attacks the position where Leia had been immediately before she back-stepped away. If it's already active, successfully meeting this condition will reset its remaining duration back to 8 seconds.

Elongating Staff-Related Skills

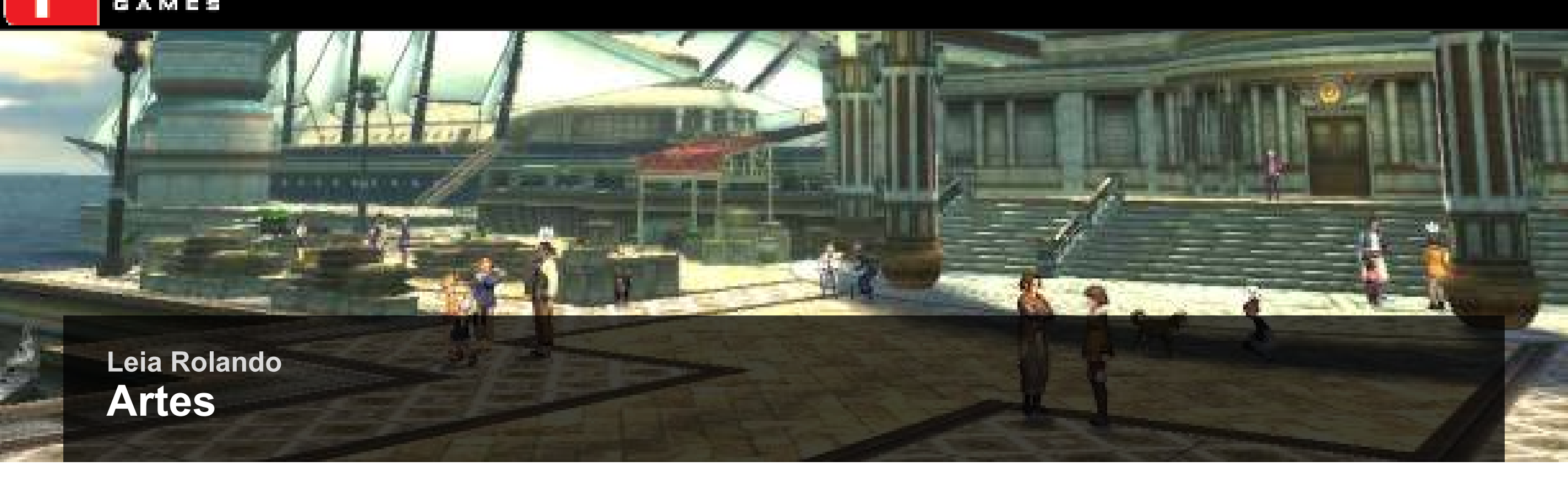
Skill	Effect When Active
Bonus Extension	Duration of Elongating Staff increases by 3 seconds.
Bonus Extension 2	Leia can trigger Elongating Staff on a successful Flash Guard.



The length extension marked in red can make a significant difference in the range of staff spinning attacks like Crescent Flash.

Normal Attacks

Leia's normal attacks are fast and have many special properties. Her ⇦ / ⇨ + ✕ attack is particularly useful, due to its fast speed and brief window of vulnerability. The fourth stage of the attack knocks the foe away, allowing Leia to quickly back-step to safety. This should be Leia's default attack, when you don't need the special properties (like knockdown effects) of her other attacks.



Leia Rolando

Artes

Find the Right Arte for Any Battlefield Condition

Leia has an appropriate arte for any combat situation, from the rapid thrust of Darting Claw, to the wide-reaching Crescent Flash, to the knockdown-inflicting Rabid Lunge. Since most of her artes can be done in mid-air, Leia is also able to launch her foes and dish out serious damage with aerial combos.

That's not to say that Leia's artes are exclusively offensive in nature. She can also learn support artes to heal allies or temporarily boost their stats. Because of her versatility, Leia can fill a variety of roles in your party, and respond to whatever conditions emerge on the battlefield.

Basic Arte First Aid

TP Cost	10	**Casting Time**	2 Sec.	**Learned From**	Start

Power	—	**# of Hits**	—	**Phys. to Magic Ratio**	0:10	**Iron Stance**	—	**Guard Break**	—	**HP Recovery**	—
Properties	HP Recovery 30%	**Count**	—							**Gauge**	0

Mid Arte Heal

TP Cost	16	**Casting Time**	3 Sec.	**Learned From**	Light-Earth 730

Power	—	**# of Hits**	—	**Phys. to Magic Ratio**	0:10	**Iron Stance**	—	**Guard Break**	—	**HP Recovery**	—
Properties	HP Recovery 50%	**Count**	—							**Gauge**	0

Advance Arte Cure

TP Cost	25	**Casting Time**	4 Sec.	**Learned From**	Fire-Light 2470

Power	—	**# of Hits**	—	**Phys. to Magic Ratio**	0:10	**Iron Stance**	—	**Guard Break**	—	**HP Recovery**	—
Properties	HP Recovery 70%	**Count**	—							**Gauge**	0

Mid Arte Resurrection

TP Cost	40	**Casting Time**	3 Sec.	**Learned From**	Lv.47

Power	—	**# of Hits**	—	**Phys. to Magic Ratio**	0:10	**Iron Stance**	—	**Guard Break**	—	**HP Recovery**	—
Properties	HP Recovery (50%)	**Count**	—							**Gauge**	0

Physical Arte Darting Claw

TP Cost	6	**Casting Time**	—	**Learned From**	Wind 100

Power	200	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**Iron Stance**	4	**Guard Break**	4	**HP Recovery**	4
Properties	—	**Count**	[100] Aerial trigger available							**Gauge**	10

Physical Arte Rabid Lunge

TP Cost	6	**Casting Time**	—	**Learned From**	Start

Power	200	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**Iron Stance**	4	**Guard Break**	4	**HP Recovery**	4
Properties	Knockdown	**Count**	[100] Guard break probability up, [200] Activate speed up							**Gauge**	15

Physical Arte Earth Roar

TP Cost	6	**Casting Time**	—	**Learned From**	Start

Power	200	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**Iron Stance**	4	**Guard Break**	4	**HP Recovery**	4
Properties	Juggle/Knockdown/No Damage Reduction vs. Knockdown	**Count**	[100] Aerial trigger available							**Gauge**	10

Physical Arte Shining Spiral

TP Cost	6	**Casting Time**	—	**Learned From**	Light 230

Power	210	**# of Hits**	4	**Phys. to Magic Ratio**	10:0	**Iron Stance**	12	**Guard Break**	12	**HP Recovery**	12
Properties	Juggle	**Count**	[100] Aerial trigger available							**Gauge**	10

Physical Arte Tempest Spiral

TP Cost	8	**Casting Time**	—	**Learned From**	Dark 230

Power	200	**# of Hits**	4	**Phys. to Magic Ratio**	9:1	**Iron Stance**	12	**Guard Break**	12	**HP Recovery**	12
Properties	Pull-in	**Count**	[100] Ailment probability up, [200] Iron Stance just after triggered arte							**Gauge**	10

Physical Arte Tsunami Strike

TP Cost	8	**Casting Time**	—	**Learned From**	Water 100

Power	400	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**Iron Stance**	8	**Guard Break**	8	**HP Recovery**	8
Properties	—	**Count**	[100] Range extended, [200] Iron Stance just after triggered arte							**Gauge**	14

Physical Arte Cerberus Strike

TP Cost	8	**Casting Time**	—	**Learned From**	Earth 100

Power	297	**# of Hits**	3	**Phys. to Magic Ratio**	10:0	**Iron Stance**	12	**Guard Break**	12	**HP Recovery**	12
Properties	Juggle	**Count**	[200] Speed up							**Gauge**	10

Physical Arte Spiral Strike

TP Cost	10	**Casting Time**	—	**Learned From**	Wind 1210

Power	297	**# of Hits**	3	**Phys. to Magic Ratio**	10:0	**Iron Stance**	12	**Guard Break**	12	**HP Recovery**	12
Properties	Juggle	**Count**	[200] Link gauge fill up value increased (x2)							**Gauge**	10.5

Physical Arte Rock Splitter

TP Cost	12	**Casting Time**	—	**Learned From**	Earth-Water 1210

Power	400	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**Iron Stance**	8	**Guard Break**	8	**HP Recovery**	8
Properties	Prop Up	**Count**	[100] Aerial trigger available, [200] Additional hit							**Gauge**	10

Physical Arte Swallow Flight

TP Cost	16	**Casting Time**	—	**Learned From**	Fire 610

Power	600	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**Iron Stance**	8	**Guard Break**	8	**HP Recovery**	8
Properties	Juggle	**Count**	[200] Ailment probability up (x2), [400] Lift up enemy							**Gauge**	10

Physical Arte Soaring Blast

TP Cost	14	**Casting Time**	—	**Learned From**	Water-Dark 730

Power	770	**# of Hits**	2	**Phys. to Magic Ratio**	10:0	**Iron Stance**	8	**Guard Break**	8	**HP Recovery**	8
Properties	Knockdown/Juggle	**Count**	[200] Toss enemy higher into air							**Gauge**	15

Physical Arte Soaring Vortex

TP Cost	16	**Casting Time**	—	**Learned From**	Wind-Fire 730

Power	600	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**Iron Stance**	4	**Guard Break**	100	**HP Recovery**	4
Properties	Pass-Through/Knockdown	**Count**	[200] Range extended							**Gauge**	20

Physical Arte Rending Quake

TP Cost	18	**Casting Time**	—	**Learned From**	Earth 1880

Power	600	**# of Hits**	1	**Phys. to Magic Ratio**	6:4	**Iron Stance**	4	**Guard Break**	4	**HP Recovery**	4
Properties	Prop Up/Juggle	**Count**	[100] Aerial trigger available							**Gauge**	10

Physical Arte Spirit Circulation

TP Cost	20	**Casting Time**	—	**Learned From**	Water 400

Power	—	**# of Hits**	—	**Phys. to Magic Ratio**	0:10	**Iron Stance**	—	**Guard Break**	—	**HP Recovery**	—
Properties	HP Recovery 5%×3	**Count**	[100] TP recover (30% chance - 5%)							**Gauge**	0

Physical Arte Crescent Flash

TP Cost	27	**Casting Time**	—	**Learned From**	Water-Dark 4530

Power	700	**# of Hits**	1	**Phys. to Magic Ratio**	10:0	**Iron Stance**	4	**Guard Break**	4	**HP Recovery**	4
Properties	Reverse Enemy	**Count**	[200] Range extended							**Gauge**	10

Physical Arte Staff Rain

TP Cost	28	**Casting Time**	—	**Learned From**	Dark 4040

Power	800	**# of Hits**	5	**Phys. to Magic Ratio**	10:0	**Iron Stance**	20	**Guard Break**	20	**HP Recovery**	20
Properties	—	**Count**	[100/200/400] Additional hit (+1/+2/+3), [1000/2000/4000] Additional hit (+4/+5/+6) - on ground only							**Gauge**	9

Physical Arte Linked Explosion

TP Cost	39	**Casting Time**	—	**Learned From**	Earth-Water 5630

Power	1350	**# of Hits**	6	**Phys. to Magic Ratio**	8:2	**Iron Stance**	24	**Guard Break**	24	**HP Recovery**	24
Properties	Prop Up/Pass-Through/Pull-in	**Count**	[100] Draw in enemy stabilized, [200] Guard break pt. up							**Gauge**	12

Mystery Eagle's Rage

TP Cost	49	**Casting Time**	—	**Learned From**	Dark-Wind 2470

Power	900	**# of Hits**	3	**Phys. to Magic Ratio**	9:1	**Iron Stance**	60	**Guard Break**	12	**HP Recovery**	60
Properties	Prop Up/Movement Speed Up(30%)	**Count**	[100] Aerial trigger available, [200] Invincible right after triggered until just before first kick (only on ground)							**Gauge**	15

Mystery Soulstoke Spin

TP Cost	58	**Casting Time**	—	**Learned From**	Light-Earth 5630

Power	969	**# of Hits**	6	**Phys. to Magic Ratio**	10:0	**Iron Stance**	9999	**Guard Break**	24	**HP Recovery**	60
Properties	Iron Stance Break on Final Blow	**Count**	[100] Speed up, [200] Additional hit (+5 - hold attack button), [400] Homing ability added							**Gauge**	12

Basic Arte Sharpness

TP Cost	4	**Casting Time**	1.3 Sec.	**Learned From**	Fire 100

Power	—	**# of Hits**	—	**Phys. to Magic Ratio**	0:10	**Iron Stance**	—	**Guard Break**	—	**HP Recovery**	—
Properties	Physical and Magic attack Up(40%)	**Count**	—							**Gauge**	0

Basic Arte Barrier

TP Cost	4	**Casting Time**	1 Sec.	**Learned From**	Start

Power	—	**# of Hits**	—	**Phys. to Magic Ratio**	0:10	**Iron Stance**	—	**Guard Break**	—	**HP Recovery**	—
Properties	Phsyical and Magic Defense Up(50%)	**Count**	—							**Gauge**	0

Mid Arte Quickness

TP Cost	4	**Casting Time**	2 Sec.	**Learned From**	Wind-Fire 160

Power	—	**# of Hits**	—	**Phys. to Magic Ratio**	0:10	**Iron Stance**	—	**Guard Break**	—	**HP Recovery**	—
Properties	Movement Speed Up(20%)	**Count**	—							**Gauge**	0

Mid Arte Elemental Impulse

TP Cost	20	**Casting Time**	2 Sec.	**Learned From**	Fire-Light 1630

Power	—	**# of Hits**	—	**Phys. to Magic Ratio**	0:10	**Iron Stance**	—	**Guard Break**	—	**HP Recovery**	—
Properties	Fire-Water-Wind-Earth-Light-Dark	**Count**	—							**Gauge**	0

Mystic Arte Soulstoke Celebration

TP Cost	0	**Casting Time**	—	**Learned From**	Skill Special

Power	9800	**# of Hits**	5	**Phys. to Magic Ratio**	10:0	**Iron Stance**	—	**Guard Break**	—	**HP Recovery**	—
Properties	Accuracy/Knockdown	**Count**	—							**Gauge**	0

Leia Rolando

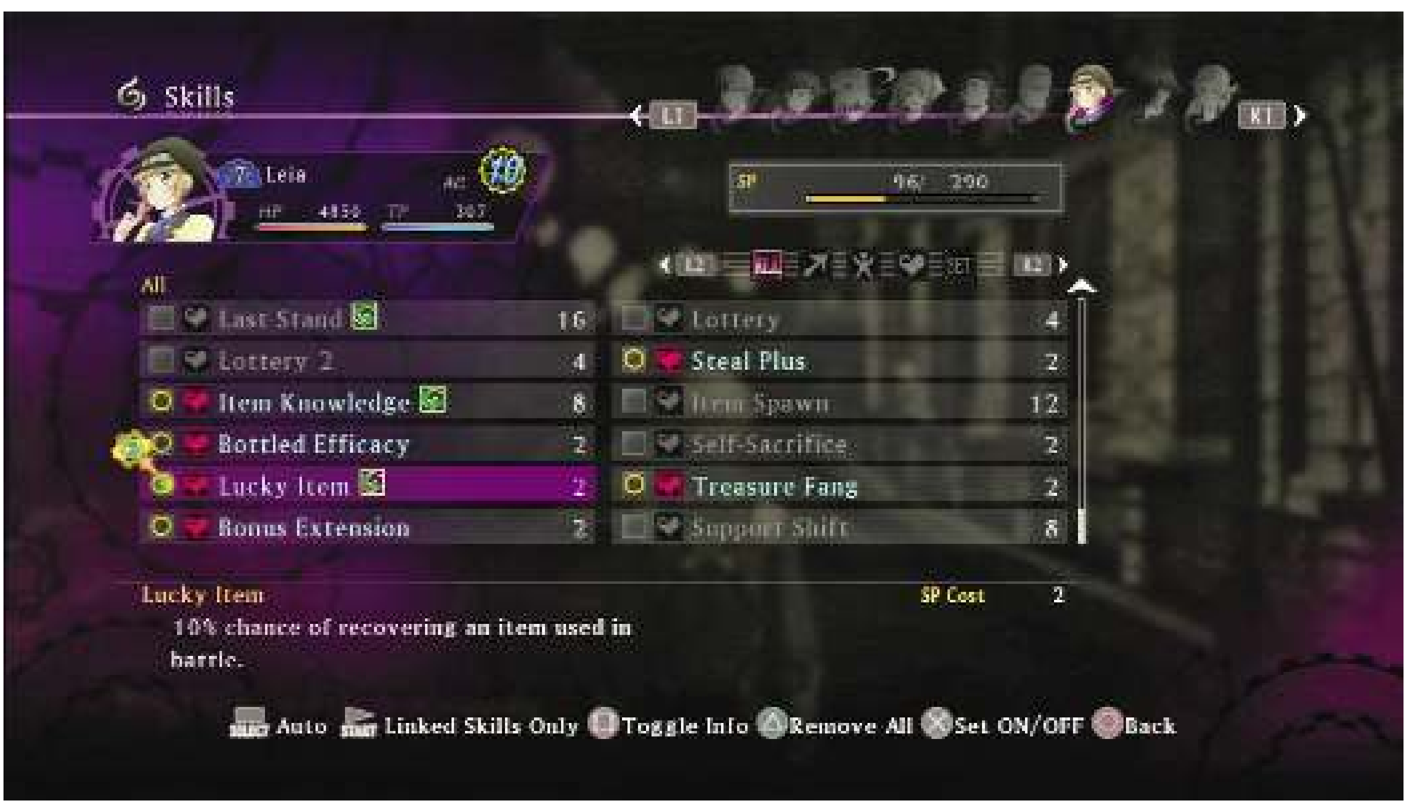
Tactics

Make the Most of Leia's Versatility

Begin each battle by boosting your stats with artes like Sharpness, and make sure Leia is linked with another character who can put the shared effect to good use. Then set Leia on your foes to dish out combo damage, and when the combo ends, replace the buff if it's run its course.

Special—Maximize Your Elongating Staff Opportunities

Using Leia's Elongating Staff ability makes combat easier by increasing your attack range. The Bonus Extension 2 allows you to trigger it off of a Flash Guard, offering more versatility in defensive tactics. But whichever method you use to activate it, timing is essential, as an unsuccessful attempt will typically result in Leia taking a needless hit. Use the triggering suggestions shown here to avoid taking unnecessary risks.



Skills

Leia HP 4856 TP 367 AC 10

SP 96/ 290

All

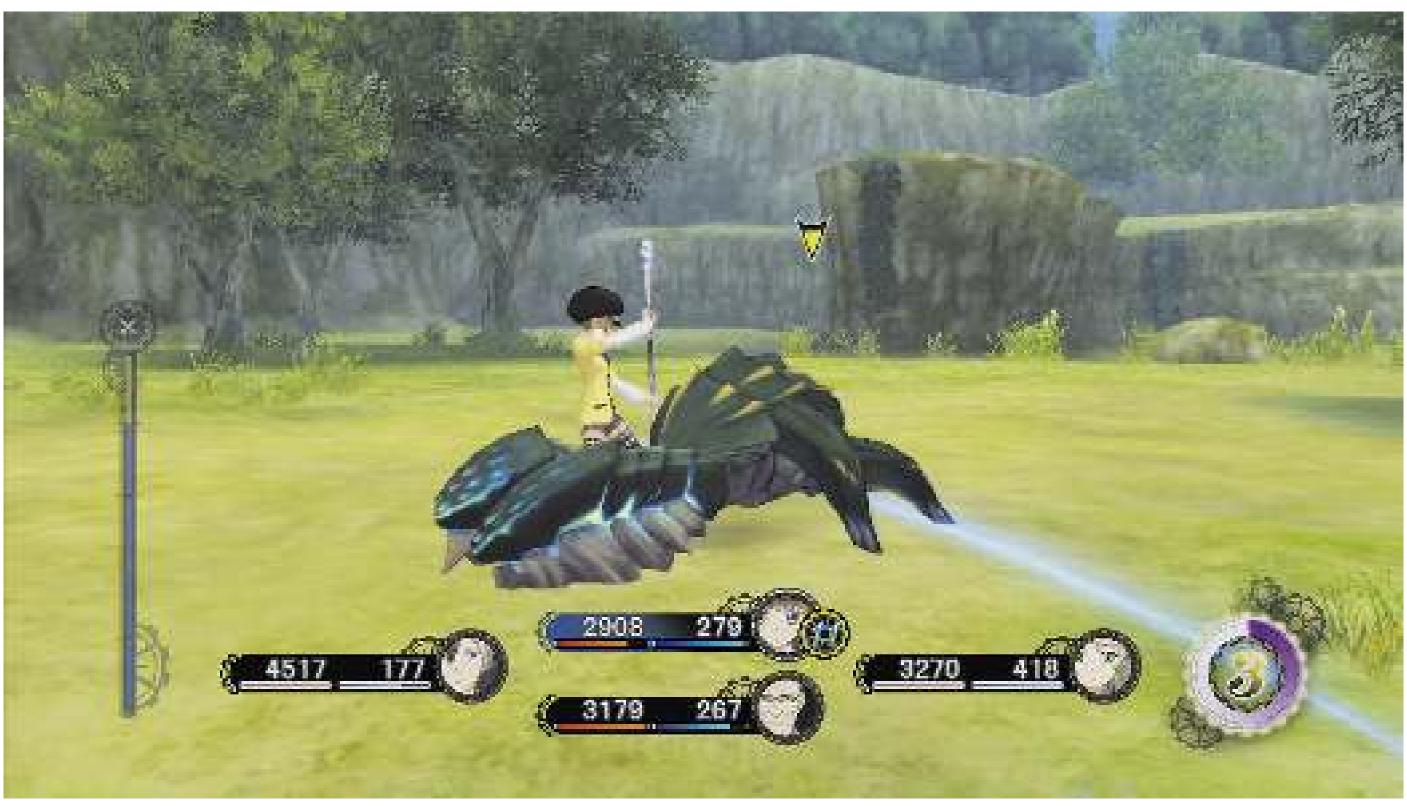
☐ Last Stand	16	☐ Lottery	4
☐ Lottery 2	4	○ Steal Plus	2
○ Item Knowledge	8	☐ Item Spawn	12
○ Bottled Efficacy	2	☐ Self-Sacrifice	2
○ Lucky Item	2	○ Treasure Fang	2
○ Bonus Extension	2	☐ Support Shift	8

Lucky Item SP Cost 2

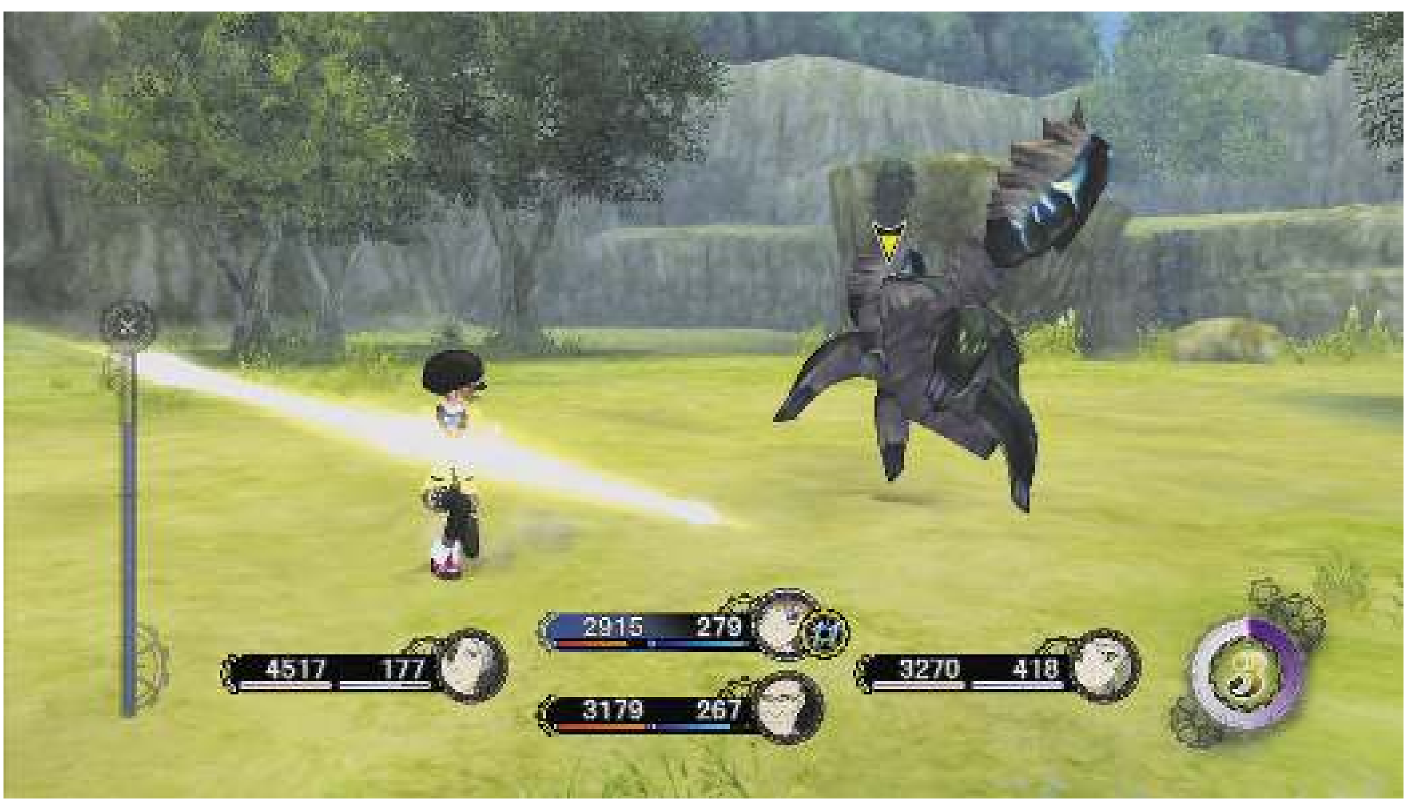
10% chance of recovering an item used in battle.

TP Restoration Guard triggers off Flash Guards as well, so when using Bonus Extension 2, activate that as well.

Triggering Elongating Staff with Bonus Extension 2



Provoke the Enemy Attack—Press as soon as you provoke an enemy attack. If you're too slow, you'll take a direct hit—try to be on the early side, so you'll safely block the attack if you fail.

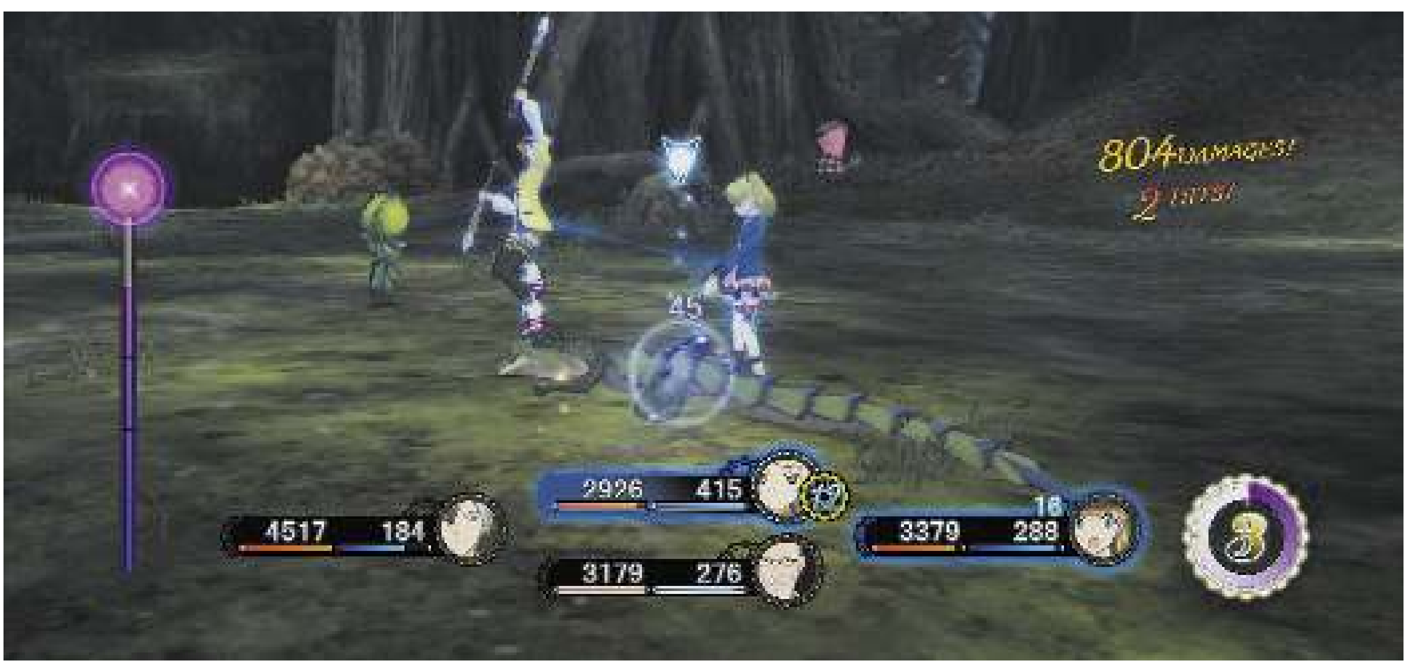


Back-Step Away Immediately—Right after pressing , back-step away. Not only will this provide a second chance to trigger Elongating Staff, but it will allow you to dodge the attack if you fail.

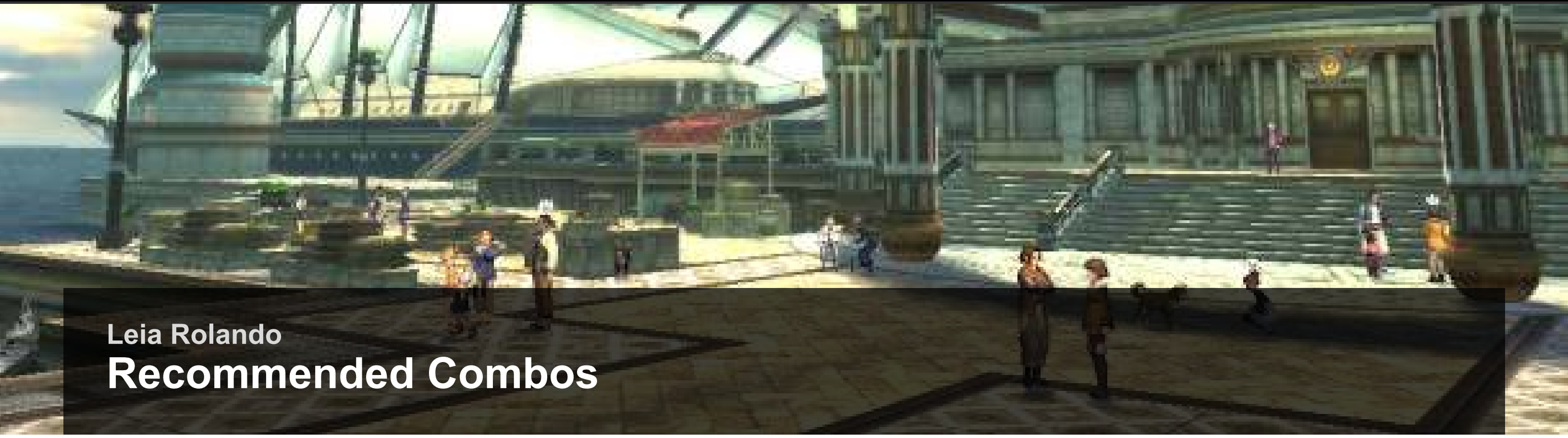
Special—Engineer Your Own Stealing Opportunities

Leia's Item Steal partner skill will trigger even if you switch characters while the enemy is down. This means you can have Leia herself knock the foe down, quickly switch characters so that you're controlling her former partner, and Leia will still have time to steal the item. Why rely on partners when you can have Leia use her own repertoire of knockdown-inflicting attacks to set up stealing opportunities?

Special—Triggering an Item Steal



After using a knockdown attack like Rabid Lunge or stage 2 of Leia's ⇩ + ✕ normal attack, switch which character you're controlling. If that puts you far away from the fallen enemy, move towards it to prevent Leia from running towards you.



Leia Rolando

Recommended Combos

Restore AC With a Rabid Lunge into a Front-Step Combo

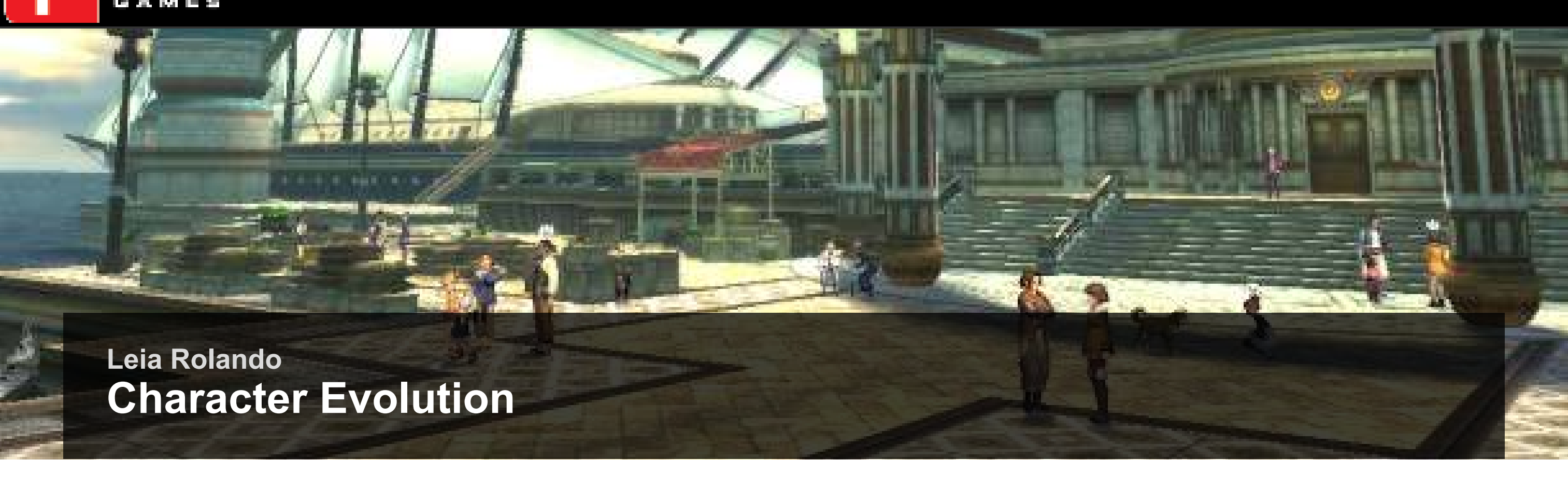
Step 1: Darting Claw, Step 2: Attack of Your Choice, Step 3: Rabid Lunge, Step 4: Front-Step, Step 5: ↑ + ✕

After kicking off a combo with the high-mobility Darting Claw, knock down your foe with Rabid Lunge. Immediately perform a front-step to cancel the backwards leap that usually ends Rabid Lunge, putting Leia closer to her foe. Wait for her AC to refill, then use a ↑ + ✕ attack to prop up the foe and continue the combo.

Send Your Foe Skyward Before Crashing Down to Earth

Step 1: ↑ + ✕, Step 2: Shining Spiral, Step 3: Swallow Flight, Step 4: Soaring Blast, Step 5: ↑ + ✕

Launch your target into the air with the first stage of Leia’s ↑ + ✕ attack, then fire off a Shining Spiral to build your hit count. The Swallow Flight arte will send you both higher into the air, before Soaring Blast knocks your foe back down into the dirt, buying you time to recover. If Leia landed near her foe, she should have time to restart the combo by propping up her target with another ↑ + ✕ attack after her AC refills.



Leia Rolando

Character Evolution

Pursue Every Element for a Well-Rounded Combatant

To fulfill the goal of making Leia excel equally at fighter, healer, and support roles, you'll want to absorb a good balance of the elements. Support artes like the Fire-type Sharpness and Fire- and Wind-type Quickness are a good place to start. Next pursue Light for the Fire- and Light-type Steal Plus, which will boost your odds of Item Steal success, as well as the Cure arte, which replenishes large amounts of HP.

Suggested Growth Plan

Development chart

Learn Buff Spells for Tough Battles

Begin by learning Sharpness to improve Leia's combat prowess. Combine that with quickly executable artes like Darting Claw to make Leia a true threat on the battlefield.

	Shining Spiral
	Sharpness
	Lucky Item
	Quickness
	Darting Claw
	Heal

Seek Skills to Improve Item Use

Immediate Consumption is a useful skill that reduces the cooldown after using items. This is extremely useful in the early part of the game, when you don't yet have access to ailment-prevent accessories and have to cure ailments with items.

	Immediate Consumption
	Steal Plus
	Item Knowledge
	Bonus Extension

Rack up Cash with Lottery 2

Accumulating the large amounts of money necessary to buy good equipment and repay debts will be a snap with the Lottery 2 skill, which provides a 77% chance of doubling your post-combat coin purse. Bonus Extension 2 is another high priority, as it provides more Elongating Staff opportunities.

	Cure
	Support Shift
	Eagle's Rage
	Steal Psyche
	Lottery 2
	Bonus Extension 2

Empower Leia with Mid-Air Combat Skills

When active, Sky Soldier boosts damage dealt in mid-air by 25% while simultaneously lowering mid-air TP costs. With so many artes that are usable in mid-air, it's a great way to play to Leia's strengths.

	Item Spawn
	Chain Consumption
	Sky Soldier
	Soulstoke Spin

Allium Orbs - Skills and Artes

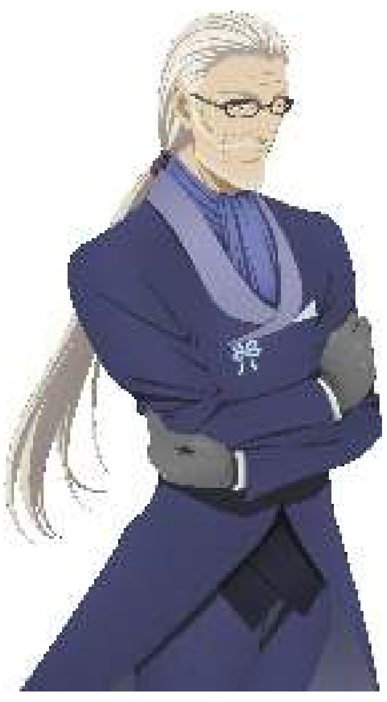
Points	Light	Light-Earth	Earth	Earth-Water
15	—	—	—	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	Cerberus Strike	—
160	—	—	—	Lottery
230	Shining Spiral	Level Restore	Rabid Lunge Lv.1	—
310	—	—	—	—
400	Life Up	—	Bonus Extension	Item Knowledge
500	Shining Spiral Lv.1	Treasure Fang	—	—
610	Stamina	—	Cerberus Strike Lv.1	—
730	Over Extension 2	Heal	—	—
870	Intelligence 2	—	Dexterity 2	—
1030	HP Gain 2	—	Rabid Lunge Lv.2	—
1210	—	Heal Lv.1	—	Rock Splitter
1410	Shining Spiral Lv.2	—	Cerberus Strike Lv.2	—
1630	Over Extension	—	Earth Guard	—
1880	Over Extension 3	—	Rending Quake	Rock Splitter Lv.1
2160	Stamina 2	Heal Lv.2	—	—
2470	—	—	Flash Guard	—
2810	Heal Share Plus	—	Rabid Lunge Lv.3	Rock Splitter Lv.2
3180	—	Heal Lv.3	—	—
3590	HP Surge	—	Bonus Extension 2	—
4040	—	—	Cerberus Strike Lv.3	—
4530	Linked Action	Heal Lv.4	TP Restoration Guard	Lottery 2
5060	—	—	Rending Quake Lv.1	—
5630	Shining Spiral Lv.3	Soulstoke Spin	Rabid Lunge Lv.4	Linked Explosion
6250	—	—	—	Rock Splitter Lv.3
6920	Shining Spiral Lv.4	—	Perfect Guard	—
7640	Stamina 3	Soulstoke Spin Lv.1	—	Linked Explosion Lv.1
8410	Item Spawn	—	Cerberus Strike Lv.4	—
9230	HP Surge 2	—	—	Rock Splitter Lv.4
10110	—	Soulstoke Spin Lv.2	Rending Quake Lv.2	—
11050	—	—	Mobile Armor	Linked Explosion Lv.2
12050	—	—	Rending Quake Lv.3	—
13110	—	Soulstoke Spin Lv.3	—	Linked Explosion Lv.3
14230	—	—	Rending Quake Lv.4	—
15420	—	—	—	Linked Explosion Lv.4
16680	—	Soulstoke Spin Lv.4	—	—

Points	Water	Water-Dark	Dark	Dark-Wind
15	—	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	Tsunami Strike	—	TP Gain	—
160	—	Bottled Efficacy	—	—
230	First Aid Lv.1	—	Tempest Spiral	—
310	—	—	—	Barrier Lv.1
400	Spirit Circulation	—	Mind Up	—
500	First Aid Lv.2	—	—	Barrier Lv.2
610	Life Reversal	—	Spirit	—
730	—	Soaring Blast	—	Barrier Lv.3
870	Vitality 2	—	Psyche 2	—
1030	Tsunami Strike Lv.1	—	—	Immediate Consumption
1210	—	Mental Jog	TP Gain 2	—
1410	Spirit Circulation Lv.1	—	Tempest Spiral Lv.1	—
1630	First Aid Lv.3	—	Combo Siphon	Barrier Lv.4
1880	—	Soaring Blast Lv.1	—	—
2160	Tsunami Strike Lv.2	—	Spirit 2	—
2470	Casting Window	—	Mind Share Plus	Eagle's Rage
2810	—	Soaring Blast Lv.2	Tempest Spiral Lv.2	—
3180	Spirit Circulation Lv.2	—	TP Surge	—
3590	—	Steal Psyche	—	Eagle's Rage Lv.1
4040	—	—	Staff Rain	—
4530	First Aid Lv.4	Crescent Flash	Tempest Spiral Lv.3	—
5060	—	Soaring Blast Lv.3	—	Eagle's Rage Lv.2
5630	Tsunami Strike Lv.3	—	—	—
6250	—	Crescent Flash Lv.1	Staff Rain Lv.1	—
6920	Spirit Circulation Lv.3	—	Last Stand	—
7640	—	Soaring Blast Lv.4	Tempest Spiral Lv.4	Eagle's Rage Lv.3
8410	Tsunami Strike Lv.4	—	Staff Rain Lv.2	—
9230	—	Crescent Flash Lv.2	TP Surge 2	—
10110	Chain Spell	—	Staff Rain Lv.3	—
11050	—	—	—	Self-Sacrifice
12050	Spirit Circulation Lv.4	—	Staff Rain Lv.4	—
13110	—	Crescent Flash Lv.3	—	Eagle's Rage Lv.4
14230	—	—	—	—
15420	—	Crescent Flash Lv.4	—	—
16680	—	—	—	—

Points	Wind	Wind-Fire	Fire	Fire-Light
15	—	—	—	—
50	Agility	—	Strength	—
100	Darting Claw	—	Sharpness	—
160	—	Quickness	—	—
230	Hidden Target	—	Earth Roar Lv.1	Fury Stoke
310	—	Momentary Gain	—	—
400	Aerial Jump	—	Lucky Item	—
500	—	Mirage Step	—	—
610	TP Combo Support	—	Swallow Flight	—
730	Jump Cancel	Soaring Vortex	—	Steal Plus
870	Agility 2	—	Strength 2	—
1030	—	Quickness Lv.1	—	—
1210	Spiral Strike	—	Sharpness Lv.1	Health Jog
1410	Darting Claw Lv.1	—	All Guard	—
1630	—	Soaring Vortex Lv.1	—	Elemental Impulse
1880	Spiral Strike Lv.1	—	Earth Roar Lv.2	—
2160	Darting Claw Lv.2	Quickness Lv.2	—	—
2470	—	—	Spell Combo	Cure
2810	Spiral Strike Lv.2	Soaring Vortex Lv.2	—	—
3180	Darting Claw Lv.3	—	Swallow Flight Lv.1	Elemental Impulse Lv.1
3590	Hidden Target 2	—	—	Fury Stoke 2
4040	Spiral Strike Lv.3	Momentary Gain 2	Sharpness Lv.2	Cure Lv.1
4530	Support Shift	—	Earth Roar Lv.3	—
5060	Darting Claw Lv.4	Quickness Lv.3	—	Elemental Impulse Lv.2
5630	Sky Soldier	—	Swallow Flight Lv.2	—
6250	—	Chain Consumption	—	Cure Lv.2
6920	Spiral Strike Lv.4	—	Sharpness Lv.3	—
7640	—	Soaring Vortex Lv.3	Earth Roar Lv.4	Elemental Impulse Lv.3
8410	Alternate Dash	—	—	—
9230	—	Quickness Lv.4	Sharpness Lv.4	Cure Lv.3
10110	Damage Control	—	—	—
11050	—	Soaring Vortex Lv.4	Swallow Flight Lv.3	Elemental Impulse Lv.4
12050	—	—	—	—
13110	—	—	Swallow Flight Lv.4	Cure Lv.4
14230	—	—	—	—
15420	—	—	—	—
16680	—	—	—	—

Rowen Ilbert

Overview: A Nimble-Fingered Genius

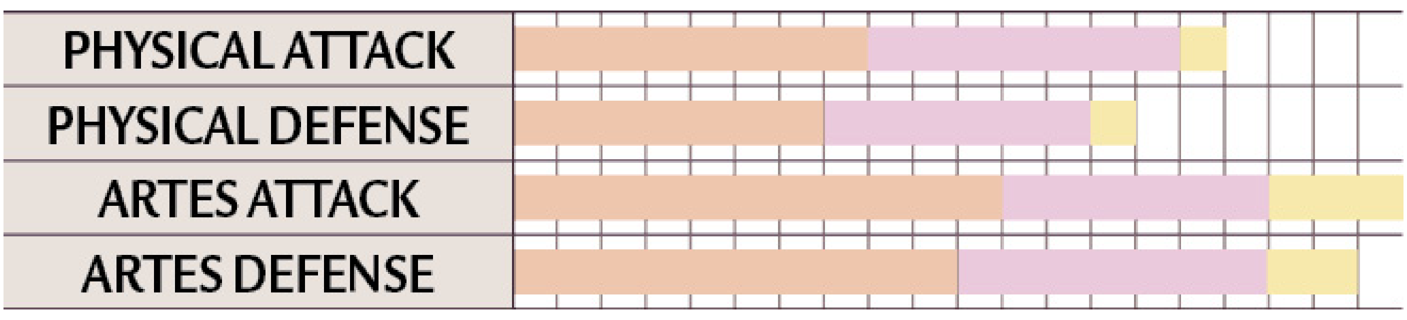


Among all the playable characters, Rowen boasts the highest scores in both the Intelligence and Dexterity stats. That allows him to deal serious damage with both artes and critical attacks. However, his HP and Agility are on the weak side, so you'll want to select accessories to compensate.

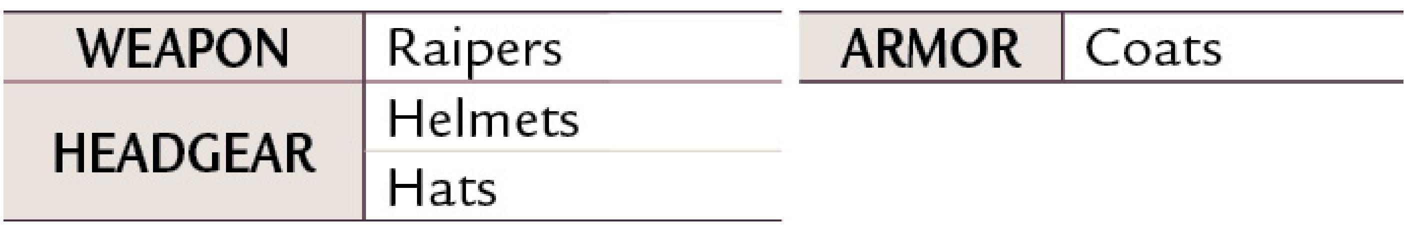
Stats

Stat	Lv.1	Lv.50	Lv.100	Lv.200	Rank
HP	350	2065	3815	7315	D
TP	120	235	351	585	A
Strength	36	354	679	1329	D
Vitality	38	357	682	1332	C
Intelligence	61	575	1100	2150	S
Psyche	46	438	838	1638	B
Agility	40	383	733	1433	C
Dexterity	55	545	1045	2045	S

Stat Balance (🟧 Stats 🟪 Equipment 🟨 Skills)



Equippable Armaments



WEAPON	Raipers
HEADGEAR	Helmets Hats
ARMOR	Coats

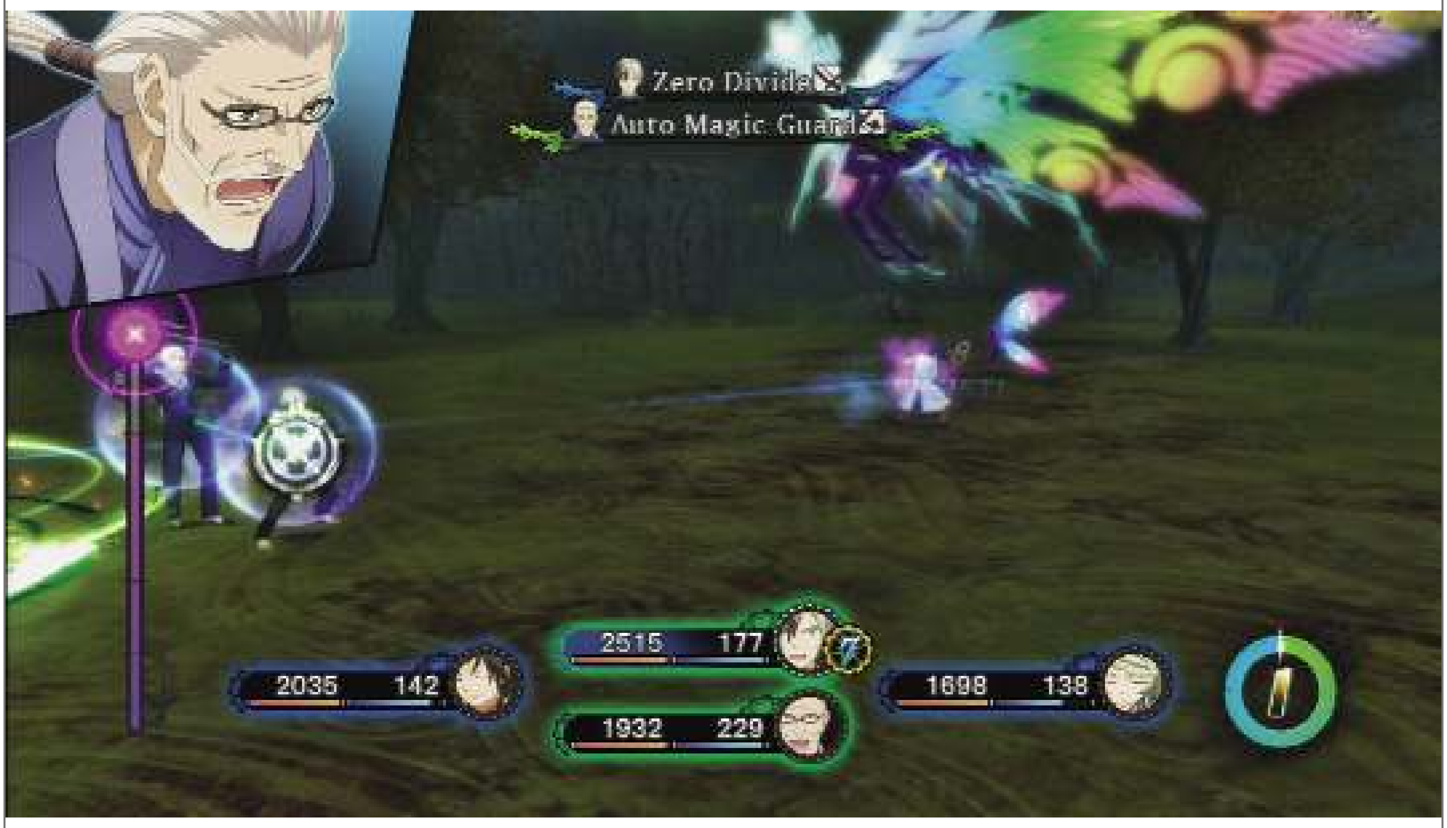
Partner Skill: Auto Magic Guard

Activates Magic Guard in Response to Enemy Artes

When an enemy casts an offensive spirit arte while Rowen is your partner, Rowen will automatically activate Magic Guard on both himself and his partner (provided Rowen is not otherwise incapacitated) . While this effect is active, Rowen's partner is able to act freely, and can continue attacking as Magic Guard reduces the damage dealt by the enemy arte. Note that using Auto Magic Guard is always Rowen's top priority, so if he's in the process of casting an arte himself, he'll cancel it in favor of the defensive measure. If you'd prefer he keep attacking, you may want to temporarily sever your link.

Auto Magic Guard Properties

- Triggers whenever an offensive spirit arte is cast by any enemy.
- Reduces damage by the same amount as the Magic Guard skill. The effects of Auto Magic Guard do not stack with the character's own Magic Guard.
- While active, Rowen's partner may continue to move freely.
- If Rowen is incapacitated, Auto Magic Guard will not trigger. If Rowen is staggered by an enemy attack after using Auto Magic Guard, the effect will end.
- When the Support Shift skill is active, damage received when Auto Magic Guard is applied reduces TP instead of HP.



Auto Magic Guard will continue until all effects of the enemy arte have ended.

Rowen Ilbert

Character Abilities

Rowen Eradicates His Foes from Afar

Commanding Water-, Earth-, and Light-type spirit artes, and employing throwing knives in his normal attacks, Rowen truly excels at long-range combat. Conversely, when fighting at melee range, Rowen lacks attacks that can be executed quickly, and he struggles to evade enemy strikes with his slow movement speed and sluggish quick-steps. Learning how to maintain a safe distance from your foes is the key to playing Rowen successfully.

Key Attributes

- Can use numerous artes with wide areas of effect.
- Can use numerous artes with Water-, Earth-, and Light-type elemental properties.
- Normal attacks have long range.

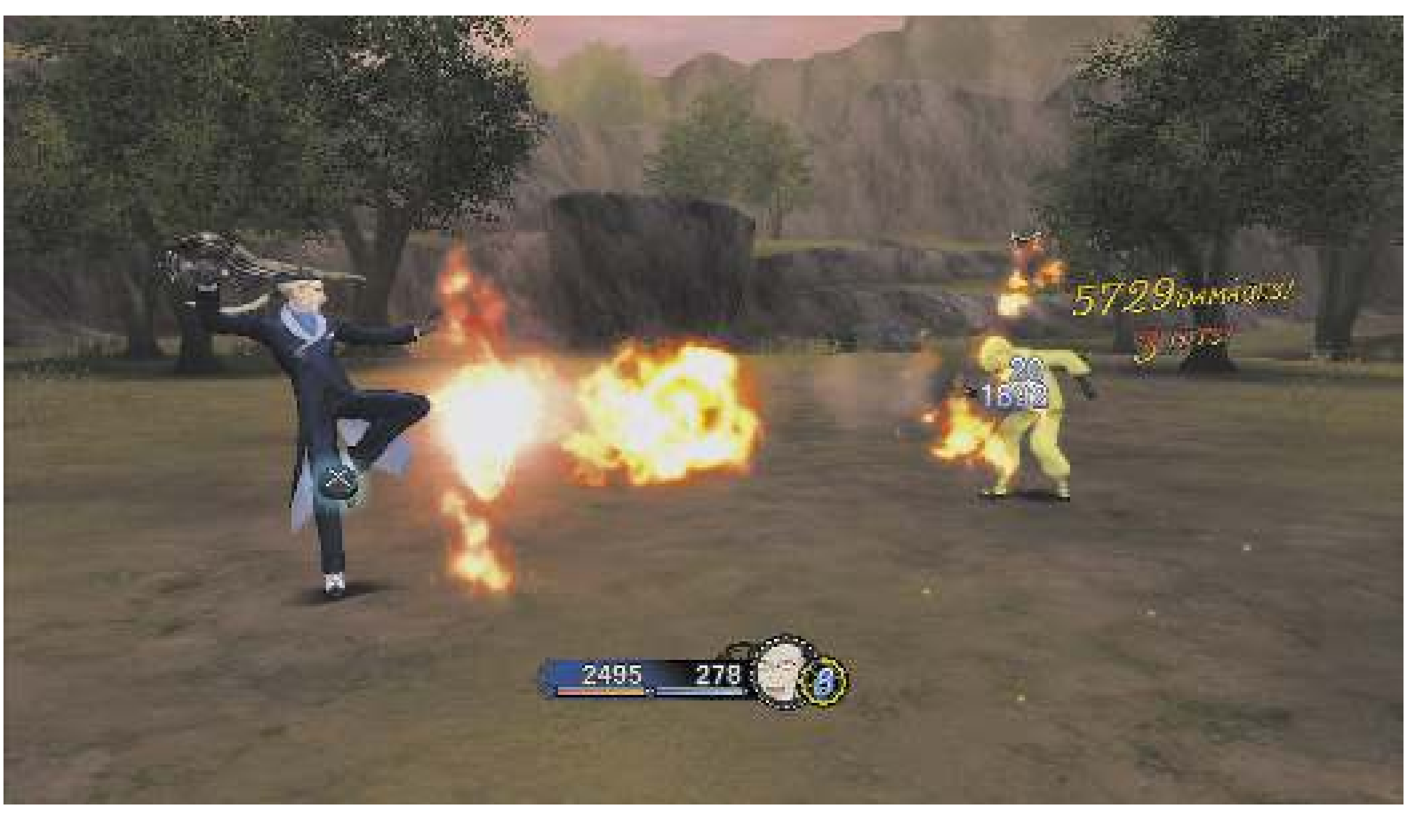
Special Ability—Arte Tuning

Follow Each Arte's Special Prompts to Trigger Additional Effects

After Rowen casts a spirit arte, you can add additional effects to the spell by following the special command prompts on the screen. Artes Tuning has no AC cost, but when you enter the first command, the game will deduct TP equal to half the cost of the original arte. Note that while the prompts are on screen, you can cancel out of Arte Tuning by having Rowen guard, and this will reduce Rowen's post-casting Recovery time.

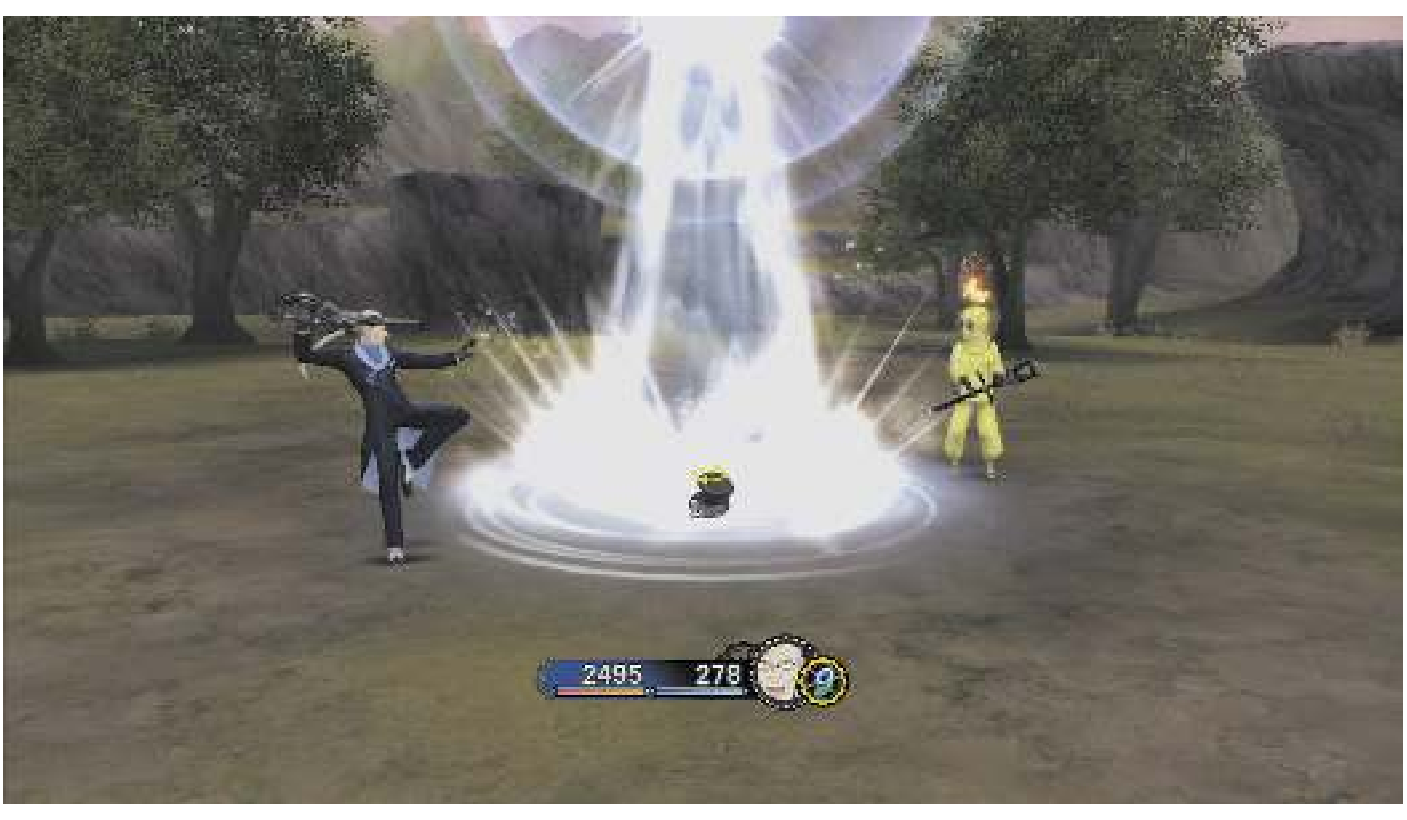
Types of Arte Tuning

Press Corresponding Buttons



Input button commands for additional hits and damage.

Use the Left Analog Stick



Use the left analog stick to freely set an arte's area of effect.

Arte Tuning-Related Skills

Skill	Effect When Active
Conductor 1	Arte Tuning no longer consumes TP.
Conductor 2	Rowen will not be staggered if attacked while using Arte Tuning.
Conductor 3	During a combo, Fire, Water, Earth, Wind, Light, or Dark elemental properties are increased by 50% for the next spirit arte cast after an artes-tuned arte.
Conductor 4	When Rowen chains an artes-tuned arte into a physical arte, he cannot be staggered for roughly 1 second.
Abrupt Cast	Rowen can't use Arte Tuning, but his Recovery time after casting an arte is reduced.

Methods and Effects of Arte Tuning

Arte	Timing and Input Type	Effect of Tuning
Fireball	Press ● after launching fireball (up to 3 times) .	+1 hit per press
Wind Lance	Press ● after launching wind lances.	+1 hit
Rock Trine	Press ● after rock spears erupt.	+2 hits
Splash	Press any direction on the left analog stick after waterfall appears.	Move waterfall in direction entered.
Air Pressure	Press ● while air is being pressurized.	+1 hit
Blue Sphere	Hold down ✕ after sphere appears.	Increased area of effect.
Freeze Lancer	Repeatedly press ● after launching ice lances.	+1–6 hits
Shimmering Toll	Alternate pressing left and right on left analog stick after bell appears.	+1–2 Hits
Tightening Chains	Press up, down, left, or right on left analog stick after chains appear.	+1 Hit. Move chains in direction entered.
Roche Waltz	Press any direction on the left analog stick after rock sphere appears.	Move rock sphere in direction entered.
Diffusional Drive	Press any direction on the left analog stick after whirlpool appears.	Move whirlpool in direction entered.
Glacial Core	Press any direction on the left analog stick after ice sphere appears.	Move ice in direction entered.
Divine Streak	Press left or right on left analog stick after laser fires.	Aim laser in direction entered.

Normal Attacks

Keep Foes at Bay with Rowen's Long-Range ✕ Attack

Rowen's most noteworthy normal attack is his two-stage ✕ knife throw. This attack has a range equivalent to roughly three quick-steps, and you can throw a rapid-fire volley of knives simply by pressing ✕ repeatedly. With Rowen's low Physical Attack score, you won't deal a lot damage, but the volley of knives will keep foes from getting any closer while rapidly regenerating Rowen's TP.

Strategy

	Ludger	Jude	Milla	Elize
Target	Nearby Enemies	Focus Attacks	Focus Attacks	Protect Allies
Action	Up to You	Prioritize Healing		Prioritize Healing
HP Levels	Tough It Out	Tough It Out		Do What You Can
TP Consumption	Save Some TP	Save Some TP		Save Some TP
Linking	Link Often	Link Often		Link Often
Link Tactics	Act Freely	Act Together		Up to You
Linked Artes	Use Sparingly	Use Frequently		Use Sparingly
Auto-Items	Use	Use	Use	Use

Up to You
Mainly Artes
Spirit Artes Only
Prioritize Healing
Only Heal
Protect Yourself

Only Heal
Focus only on healing.

The range of Rowen's knives can be extended even farther if you activate his Long Throw skill.

Rowen Ilbert

Artes

Selecting the Right Arte for the Job

Arte Tuning allows you to deal greater damage and ensnare additional foes with Rowen's artes. But using it does add to the arte's TP cost and execution time, causing a longer period of vulnerability. So make sure to consider factors like your current TP and the number of enemies you're facing when deciding whether an arte is worth tuning.

Rowen has access to plenty of Water-, Earth-, and Light-type artes, but only a few that are Fire- or Wind-type, and none that are Dark-type. When you don't have the right arte to exploit an enemy's weakness, attack with an arte that has no elemental type or provide support with Healing Etude instead.

Physical Arte Healing Etude

TP Cost	10	Casting Time	—	Learned From	Start

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	HP Recovery 5% ×3			Count	[100/200] HP Recovery +6%					Gauge	0

Physical Arte Severed Fate

TP Cost	4	Casting Time	—	Learned From	Start

Power	153	# of Hits	3	Phys. to Magic Ratio	7:3	Iron Stance	12	Guard Break	12	HP Recovery	12
Properties	—			Count	[100] Increased Area of Effect					Gauge	6

Physical Arte Marche Waltz

TP Cost	6	Casting Time	—	Learned From	Earth 15

Power	200	# of Hits	2	Phys. to Magic Ratio	7:3	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	—			Count	[100] Prop Up					Gauge	10

Physical Arte Soaring Symphony

TP Cost	8	Casting Time	—	Learned From	Wind 230

Power	300	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	20	Guard Break	20	HP Recovery	20
Properties	—			Count	[100] Can Use in Mid-air					Gauge	10

Physical Arte Meteoric Waltz

TP Cost	12	Casting Time	—	Learned From	Light-Earth 1210

Power	400	# of Hits	1	Phys. to Magic Ratio	7:3	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Juggle			Count	[100] Can Use in Mid-air, [200/400] Hits +4/+5					Gauge	5

Physical Arte Prelude

TP Cost	12	Casting Time	—	Learned From	Fire 4040

Power	400	# of Hits	2	Phys. to Magic Ratio	6:4	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Knockdown/Pull-in			Count	[100] Can Use in Mid-air, [200] Pull-in Enemy Stabilize					Gauge	10

Physical Arte Spectral Purge

TP Cost	16	Casting Time	—	Learned From	Dark 1210

Power	600	# of Hits	4	Phys. to Magic Ratio	8:2	Iron Stance	16	Guard Break	16	HP Recovery	16
Properties	Juggle			Count	[100] Speed Up					Gauge	25

Physical Arte Dagger Rhapsody

TP Cost	24	Casting Time	—	Learned From	Wind-Fire 2810

Power	900	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	20	Guard Break	20	HP Recovery	20
Properties	—			Count	[100] Ailment Points+20, [200] Stagger Extended					Gauge	10

Physical Arte Rage Crescendo

TP Cost	36	Casting Time	—	Learned From	Dark-Wind 2810

Power	1200	# of Hits	8	Phys. to Magic Ratio	10:0	Iron Stance	32	Guard Break	32	HP Recovery	32
Properties	Knockdown			Count	[100] Ailment Points+16, [200] Guard Break+16					Gauge	11

Basic Arte Fireball

TP Cost	6	Casting Time	1 Sec.	Learned From	Fire 230

Power	250<1000>	# of Hits	1<4>	Phys. to Magic Ratio	0:10	Iron Stance	20<80>	Guard Break	—	HP Recovery	20<80>
Properties	—			Count	—					Gauge	10<40>

Basic Arte Rock Trine

TP Cost	8	Casting Time	1 Sec.	Learned From	Start

Power	204<284>	# of Hits	3<5>	Phys. to Magic Ratio	0:10	Iron Stance	21<35>	Guard Break	—	HP Recovery	21<37>
Properties	Juggle/Knockdown			Count	—					Gauge	10.5<17.5>

Basic Arte Wind Lance

TP Cost	8	Casting Time	1.3 Sec.	Learned From	Wind 15

Power	300<600>	# of Hits	1<2>	Phys. to Magic Ratio	0:10	Iron Stance	20<40>	Guard Break	—	HP Recovery	20<40>
Properties	—			Count	—					Gauge	10<20>

Basic Arte Splash

TP Cost	12	Casting Time	1 Sec.	Learned From	Start

Power	740	# of Hits	6	Phys. to Magic Ratio	0:10	Iron Stance	30	Guard Break	—	HP Recovery	30
Properties	—			Count	—					Gauge	12

Mid Arte Shimmering Toll

TP Cost	12	Casting Time	2.2 Sec.	Learned From	Light 230

Power	400<600>	# of Hits	4<6>	Phys. to Magic Ratio	0:10	Iron Stance	20<30>	Guard Break	—	HP Recovery	20<30>
Properties	Stun (20%)			Count	—					Gauge	10<15>

Mid Arte Freeze Lancer

TP Cost	13	Casting Time	2 Sec.	Learned From	Earth-Water 400

Power	525<840>	# of Hits	10<16>	Phys. to Magic Ratio	0:10	Iron Stance	20<32>	Guard Break	—	HP Recovery	20<32>
Properties	—			Count	—					Gauge	10<16>

Mid Arte Air Pressure

TP Cost	26	Casting Time	2 Sec.	Learned From	Earth 1630

Power	918<1278>	# of Hits	3<4>	Phys. to Magic Ratio	0:10	Iron Stance	21<28>	Guard Break	—	HP Recovery	21<28>
Properties	<Knockdown>			Count	—					Gauge	6<10>

Mid Arte Blue Sphere

TP Cost	26	Casting Time	2 Sec.	Learned From	Water 500

Power	900	# of Hits	1	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	30
Properties	Knockdown			Count	—					Gauge	15

Advance Arte Divine Streak

TP Cost	28	Casting Time	3.5 Sec.	Learned From	Fire-Light 2160

Power	1000	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	—			Count	—					Gauge	10

Advance Arte Glacial Core

TP Cost	34	Casting Time	3.3 Sec.	Learned From	Earth-Water 5060

Power	1320	# of Hits	5	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	40
Properties	Knockdown			Count	—					Gauge	10

Mid Arte Tightening Chains

TP Cost	36	Casting Time	2 Sec.	Learned From	Light 3180

Power	585<845>	# of Hits	2<3>	Phys. to Magic Ratio	0:10	Iron Stance	10<15>	Guard Break	—	HP Recovery	10<15>
Properties	<Pull-in-Knockdown>			Count	—					Gauge	5<10>

Advance Arte Roche Waltz

TP Cost	40	Casting Time	3 Sec.	Learned From	Light-Earth 3590

Power	1440	# of Hits	3	Phys. to Magic Ratio	0:10	Iron Stance	28	Guard Break	—	HP Recovery	114
Properties	Prop Up (Roll) /Knockdown Critical (Roll)			Count	—					Gauge	20

Advance Arte Diffusional Drive

TP Cost	40	Casting Time	3 Sec.	Learned From	Water-Dark 4040

Power	1100	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	10	Guard Break	—	HP Recovery	10
Properties	HP Recovery 10%/Ignore Knockdown Damage			Count	—					Gauge	10

Mystery Tidal Wave

TP Cost	52	Casting Time	3 Sec.	Learned From	Water 4530

Power	672	# of Hits	8	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	80
Properties	Pull-in/Rotate Enemy/Reduce Movement Speed			Count	—					Gauge	12

Mystic Arte Grand Finale

TP Cost	0	Casting Time	—	Learned From	Skill Special

Power	7500	# of Hits	2	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Accuracy/Knockdown			Count	—					Gauge	0

Rowen Ilbert

Tactics

Maintain a Safe Distance for Artes Casting

As a master of long-range combat, it's essential that Rowen be able to cast his artes from a position far from the front lines. If an enemy is approaching Rowen, immediately cancel any arte you're casting and perform a strategic retreat. The Meteoric Waltz arte comes in handy for this; use it when an enemy has reached a position around one quick-step away to stagger the foe while Rowen propels himself backwards. Perform a back-step as soon as you land to put even more space between Rowen and his enemy.

179
124
RESIST!
RESIST!
4432 DAMAGE!
8 HITS!
2230 153
1933 25
1514 106
2995 139

Make aggressive use of Rowen's Arte Tuning to deal additional hits to his foes.

Artes-Empowering Skills	
Skill	**Effect When Active**
Continued Channeling	Continue to hold ● after completing the casting of an arte to increase its power. Hold it for 4 seconds to achieve the maximum 2x power.
Speed Cast	Reduces casting times by 10%.
Abrupt Cast	Rowen can't use Arte Tuning, but his Recovery time after casting an arte is reduced.
Queued Spellcasting	After canceling the casting of a spirit arte, if you cast the same arte, you'll resume the casting process where you left off.
Absolute Reduction	Whenever you cast a spirit arte, there's a 10% chance it will cost no TP.
Power Charge	If you guard or use Magic Guard for 0.75 seconds, the next arte you use in a combo will cost 25% less TP and provide +1 AC.
TP Reversal	50% of the last TP cost spent will gradually regenerate.

Crowd Tactics—Drown Your Foes with a Series of Tidal Waves

Rowen's powerful Tidal Wave arcane arte hits every enemy on the battlefield, and if you use the skills listed below to make it even stronger, you can win almost any normal battle simply by repeatedly casting it. The Queued Spellcasting skill is of particular importance, as it allows Rowen to pick up the casting process where he left off if he ever has to cancel to evade an incoming foe. That makes it possible to cast Tidal Wave on even the most chaotic of battlefields.

Tidal Wave
POWER HIT!
1629 235
1878 271
2397 213
2576 230

When farming for gald or EXP, continuously casting Tidal Wave is a good way to score quick battlefield victories.

Special—Gain a Combat Advantage in an "Opportune Moment"

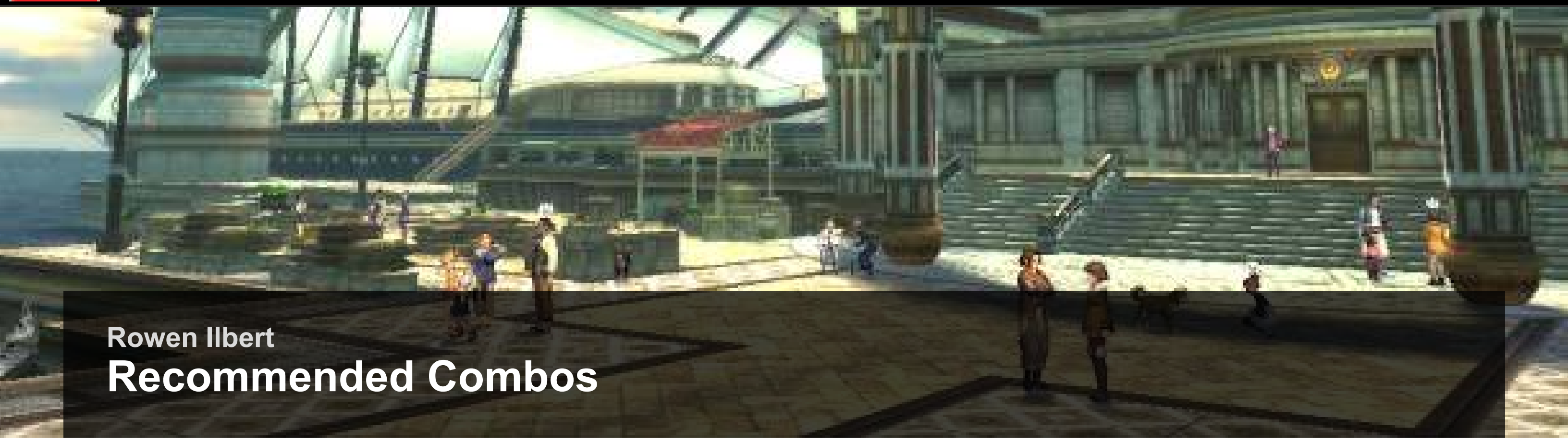
When the Opportune Moment skill is active, Rowen will freeze time whenever he evades an attack with a back-step. This will provide an ample opening to get away or cast a spirit arte, so you should try to use evasive back-steps whenever enemies draw near. Note that this is a Linked Skill, so you can get more value out of it by partnering with a character like Jude, who has a long window of invincibility when back-stepping.

4233 225
2718 198
4428 214
3744 468

Linking with allies will provide more opportunities to freeze time, so link as much as you can!

Special—Pairing Conservation with Overclocked

The effects of Overclocked and Conservation do stack, netting you a 20% boost in artes damage with a 10% TP cost penalty. Since having both active at once mostly cancels out the drawbacks of each, it's a good idea to activate them together.



Rowen Ilbert

Recommended Combos

Guard to Erase the Post-Tuning Window of Vulnerability

Step 1: Fireball, Step 2: Arte Tuning, Step 3: Guard, Step 4: Splash, Step 5: Guard

Use Arte Tuning on the Fireball arte to fire off the full four fireballs, then briefly guard to close the arte's window of vulnerability. If you cast Splash immediately after guarding, it will still continue your combo. Once again, guard to cancel the Arte Tuning of Splash, and you'll be able to continue the combo with a variety of attacks. The artes in the above example are lower-level spells, but hitting with all four fireballs will do a considerable amount of damage.

Launch a Combo After an Enemy Knockdown

Step 1: Prelude, Step 2: Front-Step, Step 3: ↑ + ✕, Step 4: Marche Waltz, Step 5: Spectral Purge

Use Prelude to pull a distant foe towards Rowen, then immediately front-step towards the fallen foe. (You can skip the front-step if the Prelude ends with your foe already in melee range.) Before your foe can get up, prop it up with a ↑ + ✕ attack, and then chain that into Marche Waltz and Spectral Purge artes.

Retreat from Your Foe While Setting Up a Counterattack

Step 1: Severed Fate, Step 2: Free Run, Step 3: Back-Step, Step 4: ✕, Step 5: Dagger Rhapsody

This is a basic hit-and-away combo that uses Rowen's long-range ✕ attack and the Dagger Rhapsody arte. Start by using Severed Fate to keep your foe in place, then free run away. Once you see the knives from Severed Fate hit the ground, immediately back-step away, keeping the foe in your sights for a ✕ and Dagger Rhapsody follow-up.

Harry Your Target with Mid-Air Artes

Step 1: L1 + ✕, Step 2: Soaring Symphony, Step 3: Prelude, Step 4: ↑ + ✕, Step 5: Spectral Purge

This aerial combo uses two artes that are castable in mid-air: Soaring Symphony and Prelude. After hitting the target with a L1 + u attack, immediately cast a Soaring Symphony chained into Prelude to knock your foe down. When Rowen lands, prop up your foe with a ↑ + ✕ attack, and top off the combo with a Spectral Purge. Even if this ends the combo, be ready to resume attacking after the Spectral Purge rune explodes.

Rowen Ilbert

Character Evolution

Suggested Growth Plan

Focus Your Extraction on Water Element

Rowen can learn artes in many elemental types, so you'll want to equip him with a variety of extractors. But you should lean most heavily on Water so that you can learn the Tidal Wave arte—which hits every enemy on the battlefield—as early as possible. The second most important type of element is Earth, which allows you to learn the Conductor series of skills that improve Rowen's Arte Tuning ability.

Development chart

Learn Artes of Four Damage Types

In order to effectively exploit a wide variety of enemy weaknesses, you should learn the four artes below as early as possible. As an added bonus, the path to Shimmering Toll will also net you the Intelligence skill, which will boost the power of your artes and their odds of inflicting ailments.

Shimmering Toll
Fireball
Wind Lance
Blue Sphere

Learn the Skills Related to Arte Tuning

Learning the Conductor skill will allow you to perform Arte Tuning freely by removing its TP cost. Also of note is Speed Cast, which reduces casting times by 10%. Since it's a Linked Arte, it will be equally beneficial for any partner who specializes in casting artes.

Speed Cast
Queued Spellcasting
Conductor
Conductor 2

Extract Water Element to Learn Tidal Wave

Normal battles will pose little challenge once Rowen has mastered Tidal Wave, so from the mid-point of the game on, you'll want to focus heavily on Water extractors to earn that arcane arte early. If you mix in some Earth element, you can also pick up Conductor 3 and Conductor 4 to further augment the Arte Tuning ability.

Dagger Rhapsody
Rage Crescendo
Tidal Wave
Conductor 3
Conductor 4

Empower Your Artes with Late-Game Skills

Two late-game skills will make your artes-casting smoother and more effective. Continued Channeling can double the power of Rowen's artes while Abrupt Cast eases their post-casting Recovery time.

Continued Channeling
Abrupt Cast

Allium Orbs - Skills and Artes

Points	Light	Light-Earth	Earth	Earth-Water
15	—	—	Marche Waltz	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	—	—
160	—	—	Severed Fate Lv.1	—
230	Shimmering Toll	Level Restore	—	Conductor
310	—	—	Rock Trine Lv.1	—
400	Life Up	—	—	Freeze Lancer
500	—	Conservation	—	—
610	Stamina	—	Marche Waltz Lv.1	—
730	Over Extension 2	—	—	Freeze Lancer Lv.1
870	Intelligence 2	—	Dexterity 2	—
1030	HP Gain 2	—	Rock Trine Lv.2	Conductor 2
1210	Shimmering Toll Lv.1	Meteoric Waltz	—	Freeze Lancer Lv.2
1410	—	—	All Guard	—
1630	Over Extension	—	Air Pressure	—
1880	Over Extension 3	Meteoric Waltz Lv.1	Rock Trine Lv.3	Freeze Lancer Lv.3
2160	—	—	Severed Fate Lv.2	—
2470	Stamina 2	—	Flash Guard	—
2810	—	Meteoric Waltz Lv.2	—	Freeze Lancer Lv.4
3180	Tightening Chains	—	Marche Waltz Lv.2	—
3590	HP Surge	Roche Waltz	Air Pressure Lv.1	Conductor 3
4040	Shimmering Toll Lv.2	—	Severed Fate Lv.3	—
4530	Linked Action	Meteoric Waltz Lv.3	HP Restoration Guard	—
5060	—	—	Rock Trine Lv.4	Glacial Core
5630	Tightening Chains Lv.1	Roche Waltz Lv.1	Marche Waltz Lv.3	—
6250	Shimmering Toll Lv.3	—	Air Pressure Lv.2	Conductor 4
6920	Intelligence 3	—	Perfect Guard	Glacial Core Lv.1
7640	—	Meteoric Waltz Lv.4	—	—
8410	Tightening Chains Lv.2	—	Severed Fate Lv.4	—
9230	HP Surge 2	Roche Waltz Lv.2	Air Pressure Lv.3	Glacial Core Lv.2
10110	Shimmering Toll Lv.4	—	—	—
11050	Tightening Chains Lv.3	—	Marche Waltz Lv.4	—
12050	—	Roche Waltz Lv.3	—	Glacial Core Lv.3
13110	Tightening Chains Lv.4	—	—	—
14230	—	—	Air Pressure Lv.4	—
15420	—	Roche Waltz Lv.4	—	Glacial Core Lv.4
16680	—	—	—	—

Points	Water	Water-Dark	Dark	Dark-Wind
15	—	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	—	—	TP Gain	—
160	Splash Lv.1	—	—	—
230	Hidden Target	—	Fury Stoke	—
310	TP Combo Support	—	—	—
400	—	Overclocked	Mind Up	Mage Stun
500	Blue Sphere	—	—	—
610	Splash Lv.2	—	Spirit	—
730	—	—	Mind Reversal	—
870	Vitality 2	—	Psyche 2	—
1030	—	—	TP Gain 2	—
1210	—	—	Spectral Purge	—
1410	Blue Sphere Lv.1	—	—	Queued Spellcasting
1630	Water Guard	—	Combo Siphon	—
1880	—	Casting Window	Spectral Purge Lv.1	—
2160	Splash Lv.3	—	Spirit 2	—
2470	Blue Sphere Lv.2	—	Mind Share Plus	—
2810	—	—	—	Rage Crescendo
3180	Hidden Target 2	—	Spectral Purge Lv.2	—
3590	Splash Lv.4	—	TP Surge	—
4040	—	Diffusional Drive	—	—
4530	Tidal Wave	—	Fury Stoke 2	Rage Crescendo Lv.1
5060	Support Shift	—	—	—
5630	Heal Share Plus	Diffusional Drive Lv.1	—	Rage Crescendo Lv.2
6250	—	—	Spectral Purge Lv.3	—
6920	Blue Sphere Lv.3	—	—	Grace
7640	Tidal Wave Lv.1	Diffusional Drive Lv.2	TP Surge 2	—
8410	Abrupt Cast	—	—	Rage Crescendo Lv.3
9230	—	Damage Control	Spectral Purge Lv.4	—
10110	Tidal Wave Lv.2	—	—	Rage Crescendo Lv.4
11050	Blue Sphere Lv.4	—	Anti-Magic	—
12050	—	Diffusional Drive Lv.3	—	—
13110	Tidal Wave Lv.3	—	—	—
14230	—	—	—	—
15420	—	Diffusional Drive Lv.4	—	—
16680	Tidal Wave Lv.4	—	—	—

Points	Wind	Wind-Fire	Fire	Fire-Light
15	Wind Lance	—	—	—
50	Agility	—	Strength	—
100	—	—	Strong Arm	—
160	Knife Revenge	—	—	Speed Cast
230	Soaring Symphony	—	Fireball	—
310	—	Momentary Gain	—	Healing Etude Lv.1
400	—	—	—	—
500	Jump Cancel	—	—	—
610	—	—	Fireball Lv.1	—
730	—	Mirage Step	—	—
870	Agility 2	—	Strength 2	—
1030	—	—	—	Healing Etude Lv.2
1210	Wind Lance Lv.1	—	Fireball Lv.2	—
1410	—	—	—	Speed Cast 2
1630	Soaring Symphony Lv.1	—	Fireball Lv.3	—
1880	—	—	Absolute Reduction	—
2160	Wind Lance Lv.2	—	—	Divine Streak
2470	Soaring Symphony Lv.2	—	Point Conversion	—
2810	—	Dagger Rhapsody	—	Healing Etude Lv.3
3180	Wind Lance Lv.3	Momentary Gain 2	—	—
3590	—	—	—	—
4040	Soaring Symphony Lv.3	—	Prelude	Speed Cast 3
4530	—	Dagger Rhapsody Lv.1	—	—
5060	Charismatic Stance	—	Fireball Lv.4	Divine Streak Lv.1
5630	—	Continued Channeling	—	—
6250	Wind Lance Lv.4	—	Prelude Lv.1	Divine Streak Lv.2
6920	—	Dagger Rhapsody Lv.2	—	—
7640	Tetra Spell	—	Prelude Lv.2	Healing Etude Lv.4
8410	—	Dagger Rhapsody Lv.3	—	—
9230	Alternate Dash	—	Prelude Lv.3	Divine Streak Lv.3
10110	—	—	Chain Spell	—
11050	Soaring Symphony Lv.4	Dagger Rhapsody Lv.4	—	—
12050	—	—	—	Divine Streak Lv.4
13110	—	—	Prelude Lv.4	—
14230	—	—	—	—
15420	—	—	—	—
16680	—	—	—	—

Elize Lutus

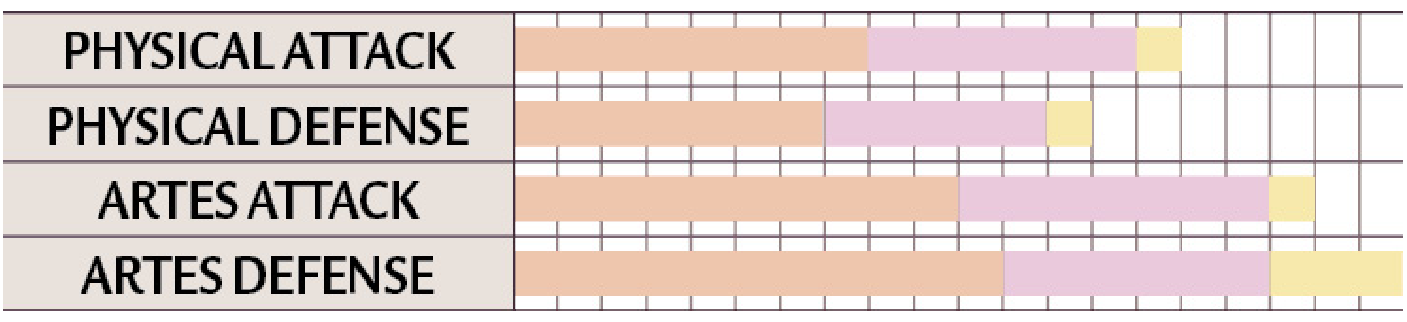
Overview: An Artes-Defense Prodigy

Elize has impressive Intelligence and the highest Psyche of any party member. Factor in accessories, and she can have an extremely impressive Artes Defense score. However, she has relatively little HP and her Physical Defense is quite low, so it's still essential to keep her protected from enemy attacks.

Stats

Stat	Lv.1	Lv.50	Lv.100	Lv.200	Rank
HP	360	2124	3924	7524	D
TP	115	229	346	579	A
Strength	35	378	728	1428	C
Vitality	35	353	678	1328	C
Intelligence	56	521	996	1946	A
Psyche	61	551	1051	2051	S
Agility	37	331	631	1231	D
Dexterity	52	468	893	1743	A

Stat Balance (🟧 Stats 🟪 Equipment 🟨 Skills)



Equippable Armaments

WEAPON	Staves
HEADGEAR	Circlets Ribbons
ARMOR	Clothes

PARTNER SKILL: TEEPO DRAIN

Absorbs Enemy HP and TP to Give to Elize's Partner

When Elize is your partner, Teepo has a set chance of absorbing HP and TP from your enemy and giving it to you. The amounts are quite small, but when conditions are right, it can trigger repeatedly. When Elize's partner is low on TP, the odds of the skill triggering increase significantly, so even if you're normally using another character as a partner, it can pay to switch to Elize when you need more juice. Incidentally, Teepo Drain does not actually reduce the HP of the enemy when it triggers.

Teepo Drain Properties

- Teepo absorbs HP and TP from the targeted enemies, and uses it to restore 10% of Elize's partner's Max HP and 5% of his or her Max TP.
- The base chance of Teepo Drain triggering is 2%, but if the player's character has less than 50% HP, or the enemy is a boss, the odds increase by 5%. If the enemy is Speed-type, the odds increase by 15%. If the player's character has less than 50% TP, the odds increase by 20%. Finally, if the enemy is launched by an attack, the odds increase by 30%.
- When the Support Shift skill is active, Teepo Drain can trigger when a foe is knocked down, not just when foes are launched into the air.

Lightning
Teepo Drain
2068
3239
161
3327
258
3353
184
4238
316

Launching enemies increases the odds of success. When partnered with Elize, do as much launching as you can.

Elize Lutus

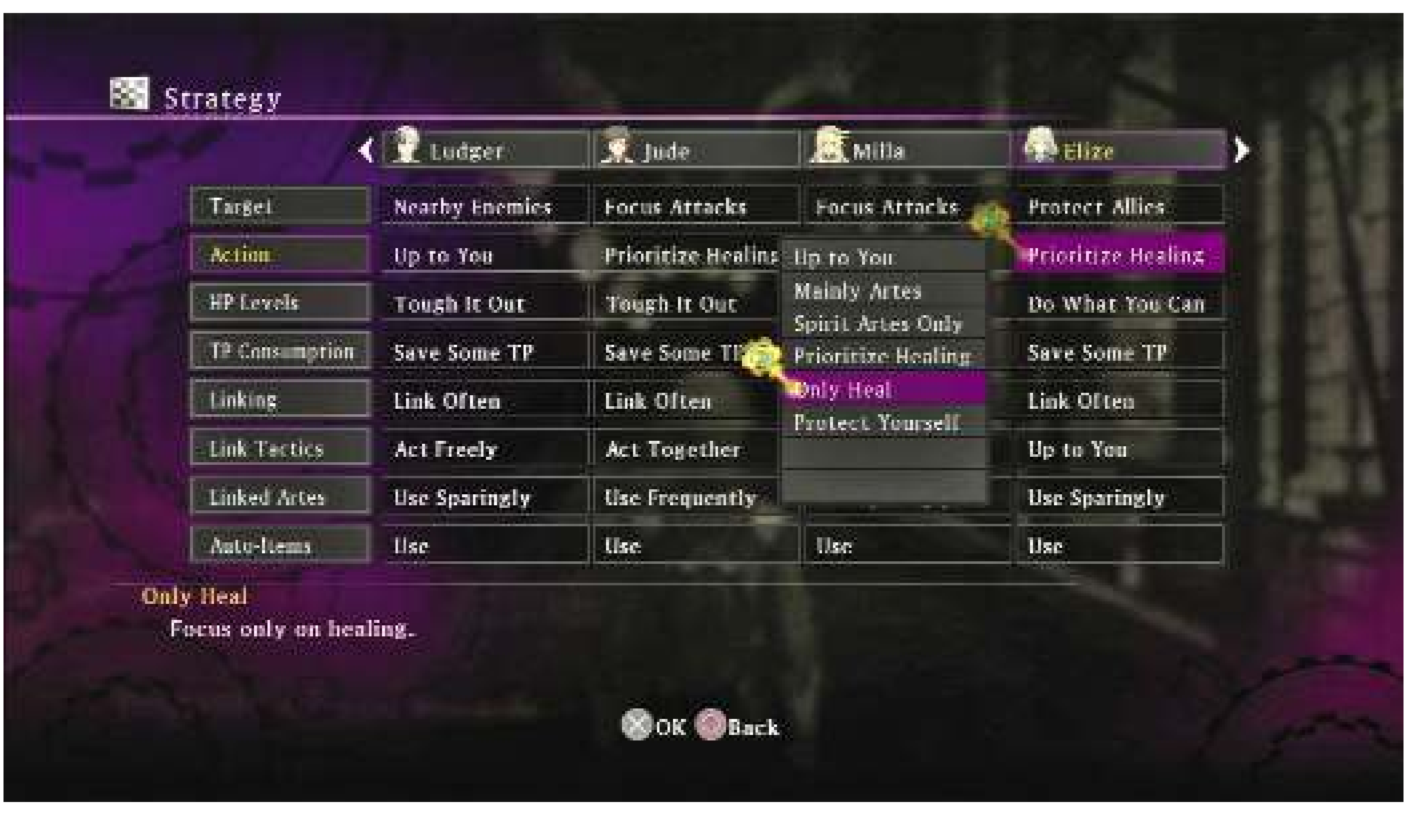
Character Abilities

Elize Provides Backup With Recovery and Combat Artes

Elize has access to a wide variety of recovery artes, as well as plenty of Dark-type attack artes, so her primary role should be supporting the party with healing when it's needed and offensive artes when it's not. Elize is slow at both movement and quick-steps, so she struggles when fighting at close range. Keep her as far from your foes as possible.

Key Attributes

- Can use numerous artes that recover HP or cure ailments for multiple allies.
- Has access to numerous Dark-type artes.
- Normal attacks have a fairly long range.



Strategy

	Ludger	Jude	Milla	Elize
Target	Nearby Enemies	Focus Attacks	Focus Attacks	Protect Allies
Action	Up to You	Prioritize Healing	Up to You	Prioritize Healing
HP Levels	Tough It Out	Tough It Out	Mainly Artes	Do What You Can
TP Consumption	Save Some TP	Save Some TP	Spirit Artes Only	Save Some TP
Linking	Link Often	Link Often	Prioritize Healing	Link Often
Link Tactics	Act Freely	Act Together	Only Heal	Up to You
Linked Artes	Use Sparingly	Use Frequently	Protect Yourself	Use Sparingly
Auto-Items	Use	Use	Use	Use

Only Heal

Focus only on healing.

When battling against tough foes, set Elize's Action Strategy to Only Heal.

Special Ability—Teepo Switching

Toggle Teepo to Enhance Either Physical or Spirit Artes

When you press L3 to have Elize perform a taunt, you'll also toggle Teepo between ON and OFF modes. Teepo's status affects both normal attacks and artes, strengthening physical artes when OFF and spirit artes when ON. It's vital that you always set Teepo to the mode that matches the artes you intend to use. At the beginning of each battle, Teepo will retain his setting from the end of the previous battle.

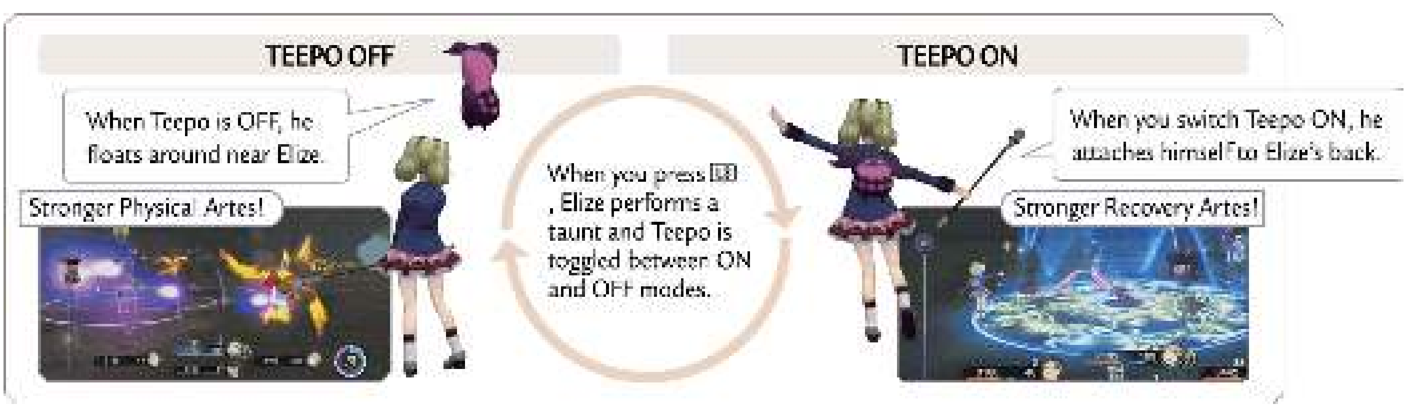
3186
24
2505
348
2791
48
3442
206

You can't shorten the switching animation by taking actions like guarding, so make sure to do it in a safe place.

Teepo Switching-Related Skills

Skill	Effect When Active
Warrior	When Teepo is OFF, physical artes deal 50% more damage.
Warrior 2	When Teepo is OFF, movement speed and quick-step distance are increased by 25%.
Wizard	When Teepo is ON, spirit artes deal 50% more damage.
Wizard 2	When Teepo is ON, casting times are reduced by 40%.
Teepo Master	When you perform a taunt, gain HP equal to 5% of max HP and TP equal to 2% of max TP.
Teepo Master 2	Teepo is always ON when casting spirit artes.
Teepo Master 3	Elize's taunts are quicker and create a shockwave that knocks nearby foes away.
Morale Support	Teepo is always ON during battles and Teepo Switching merely performs a taunt.

Teepo Switching Steps



TEEPO OFF
TEEPO ON
When Teepo is OFF, he floats around near Elize.
Stronger Physical Artes!
When you press L3, Elize performs a taunt and Teepo is toggled between ON and OFF modes.
When you switch Teepo ON, he attaches himself to Elize's back.
Stronger Recovery Artes!

Normal Attacks

Use Long-Range Normal Attacks When Teepo is ON

Teepo's ON or OFF status also affects normal attacks. When Teepo is OFF, Elize uses Teepo to perform short-range attacks, but when Teepo is ON, Elize is able to fire long-range bursts of light from her staff. Since Elize is most effective when using spirit artes far from the front lines, you'll want to keep her primarily in long-range ON mode. Quick, wide-area attacks like Elize's ⇩ + ✕ attack will help keep enemies at bay.

3186
44
1116
313
3134
27
3106
206

When Teepo is ON, Elize's ⇩ + ✕ attack hits four times at close range, making it a good way to rack up combo hits.

Elize Lutus

Artes

Assemble a Treasure Trove of Recovery Artes

Elize has access to a wide variety of HP- and ailment-healing artes. In particular, learning the Nurse and Dispel artes will transform her into the party lifeline during difficult battles.

The effects of all of Elize's artes, save for her arcane and mystic artes, differ based on whether Teepo is ON or OFF. This can significantly affect the power level and number of hits dealt by attack artes, as well as the amount of HP healed by recovery artes, so make sure to switch Teepo accordingly. Note that all of the base data values presented here are for when Teepo is OFF, with the ON values being in brackets.

Magic Arte **Pixie Circle**

TP Cost	10	Casting Time	2 Sec.	Learned From	Start

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	HP Recovery 10% <HP Recovery 20%>	Count	—							Gauge	0

Mid Arte **Healing Circle**

TP Cost	20	Casting Time	3 Sec.	Learned From	Light-Earth 500

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	HP Recovery 8%×5 <HP Recovery 10%×5>	Count	—							Gauge	0

Advanced Arte **Nurse**

TP Cost	30	Casting Time	4 Sec.	Learned From	Wind-Fire 1360

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	HP Recovery 50% <HP Recovery 60%>	Count	—							Gauge	0

Mid Arte **Resurrection**

TP Cost	40	Casting Time	3 Sec.	Learned From	Lv.40

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	HP Recovery (50%)	Count	—							Gauge	0

Physical Arte **Pow Hammer**

TP Cost	3	Casting Time	—	Learned From	Start

Power	100	# of Hits	1	Phys. to Magic Ratio	6:4	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Stun (30%) <20%>	Count	[100] Stun Rate + 30%< + 10%>							Gauge	10

Physical Arte **Teepo Spray**

TP Cost	4	Casting Time	—	Learned From	Start

Power	188<150>	# of Hits	1	Phys. to Magic Ratio	6:4	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	—	Count	[200] Hits + 1 (Power + 112) <[100] Range+Projectile Speed Up>							Gauge	10

Physical Arte **Teepo Squash**

TP Cost	6	Casting Time	—	Learned From	Fire 100

Power	280<200>	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Prop Up (Teepo OFF Only)	Count	[100/200] Increased Area of Effect							Gauge	20

Physical Arte **Frozen Flash**

TP Cost	7	Casting Time	—	Learned From	Earth-Water 100

Power	240	# of Hits	3<2>	Phys. to Magic Ratio	6:4	Iron Stance	12<8>	Guard Break	12<8>	HP Recovery	12<8>
Properties	—	Count	[100] Speed Up (Teepo OFF Only) [200] Prop Up							Gauge	15<10>

Physical Arte **Dark Brush**

TP Cost	12	Casting Time	—	Learned From	Water-Dark100

Power	450	# of Hits	3	Phys. to Magic Ratio	8:2<6:4>	Iron Stance	12	Guard Break	28<12>	HP Recovery	12<28>
Properties	—	Count	[100] Guard Break +20 <Ailment Points + 20> [200/400] Speed Up							Gauge	15

Physical Arte **Teepo Quake**

TP Cost	8	Casting Time	—	Learned From	Earth 100

Power	396<360>	# of Hits	3<2>	Phys. to Magic Ratio	10:0	Iron Stance	12<8>	Guard Break	12<8>	HP Recovery	12<8>
Properties	Prop Up (Teepo OFF Only)	Count	[100] Speed Up [200] Hits +1 (Power + 36) <Prop Up>							Gauge	15<10>

Physical Arte **Teepo Roar**

TP Cost	12	Casting Time	—	Learned From	Earth-Water 500

Power	560<400>	# of Hits	1	Phys. to Magic Ratio	6:4	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	Knockdown	Count	[100] Guard Break +96							Gauge	15

Physical Arte **Teepo Copter**

TP Cost	12	Casting Time	—	Learned From	Wind 730

Power	480<320>	# of Hits	8<4>	Phys. to Magic Ratio	6:4	Iron Stance	32<16>	Guard Break	32<16>	HP Recovery	32<16>
Properties	Juggle	Count	[100] Can Use in mid-air [400] Add Homing [1000] Homing Abilty Up							Gauge	20

Physical Arte **Teepo Trampoline**

TP Cost	14	Casting Time	—	Learned From	Earth 1880

Power	500	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	12	Guard Break	12	HP Recovery	12
Properties	Juggle/Prop Up (Teepo OFF Only)	Count	[200/400] Hits +1 (Power +100)							Gauge	14

Physical Arte **Teepo Vacuum**

TP Cost	20	Casting Time	—	Learned From	Fire 1210

Power	600<420>	# of Hits	5<3>	Phys. to Magic Ratio	10:0	Iron Stance	20<12>	Guard Break	9999	HP Recovery	20<12>
Properties	Knockdown/Prop Up	Count	[100] Vacuum Mid Foes [400] Vacuum Large Foes [1000] Vacum XL Foes							Gauge	22<16>

Physical Arte **Teepo Barrage**

TP Cost	28	Casting Time	—	Learned From	Dark-Wind 400

Power	1000	# of Hits	7<5>	Phys. to Magic Ratio	6:4	Iron Stance	21<15>	Guard Break	28<20>	HP Recovery	36<20>
Properties	—	Count	[100/200] Iron Stance + 14<10>							Gauge	14<10>

Magic Arte **Dark Gaze**

TP Cost	6	Casting Time	1 Sec.	Learned From	Start

Power	200<280>	# of Hits	4	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	—	Count	—							Gauge	10

Mid Arte **Deadly Gaze**

TP Cost	24	Casting Time	2 Sec.	Learned From	Dark-Wind 1030

Power	700<896>	# of Hits	8	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	40
Properties	—	Count	—							Gauge	12

Mid Arte **Negative Gate**

TP Cost	29	Casting Time	2.5 Sec.	Learned From	Dark 500

Power	600	# of Hits	8	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	Pull-in	Count	—							Gauge	12

Advanced Arte **Dark Visitor**

TP Cost	52	Casting Time	3 Sec.	Learned From	Dark 2470

Power	1200<1560>	# of Hits	5<6>	Phys. to Magic Ratio	0:10	Iron Stance	20<24>	Guard Break	—	HP Recovery	20<24>
Properties	Instant-KO (10%) <Instant-KO (12%) ×2>	Count	—							Gauge	10<12>

Advanced Arte **Dread Wings**

TP Cost	40	Casting Time	3 Sec.	Learned From	Dark-Wind 4040

Power	1155<1485>	# of Hits	6<8>	Phys. to Magic Ratio	0:10	Iron Stance	20<26>	Guard Break	—	HP Recovery	40<52>
Properties	Knockdown Critical	Count	—							Gauge	12<16>

Magic Arte **Recover**

TP Cost	10	Casting Time	1 Sec.	Learned From	Water 160

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Ailment Removed	Count	—							Gauge	0

Mid Arte **Dispel**

TP Cost	22	Casting Time	2 Sec.	Learned From	Light 1210

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Ailment Removed <Disable Ailments>	Count	—							Gauge	0

Advanced Arte **Revive**

TP Cost	45	Casting Time	4 Sec.	Learned From	Fire-Light 3180

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Automtica Revival (HP Recovery 30%)	Count	—							Gauge	0

Magic Arte **Ignite Terror**

TP Cost	60	Casting Time	3 Sec.	Learned From	Water-Dark 4530

Power	1400	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	100	Guard Break	—	HP Recovery	9999
Properties	Ailment Poison	Count	—							Gauge	10

Physical Arte **Shock Sphere**

TP Cost	*2	Casting Time	—	Learned From	*2

Power	*1	# of Hits	1	Phys. to Magic Ratio	6:4	Iron Stance	0	Guard Break	0	HP Recovery	0
Properties	Stun(15%)	Count	—							Gauge	10

Mystic Arte **Scary-Go-Round**

TP Cost	0	Casting Time	—	Learned From	Skill Special

Power	8200	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Accuracy/*Knockdown	Count	—							Gauge	0

Note

*1:Half the original arte*2:Refer to original arte

Elize Lutus

Tactics

Attack Only When the Party's Out of Danger

Elize can cast a variety of offensive physical and spirit artes, but her primary role should be as party healer. Having her aggressively attacking foes could lead to situations in which she's unable to respond quickly to the party's healing needs. Only send Elize on the offense when the entire party is in good shape or when she needs to protect herself from enemies who are targeting her. Whether she's on offense or healing duty, keep her as far from the front lines as possible, as she's ill-suited for close-range combat.

293
2031 DAMAGE!
7 HITS!
2063 20
2068 114
1332 46
2628 52

When facing foes that are weak to Dark, it may make sense to have Elize take a more aggressive role.

Boss Tactics—During Boss Fights, Focus Exclusively on Healing

Since timely HP recovery is essential during boss fights, Elize should focus exclusively on healing. For best results, set Teepo to ON at the beginning of the fight, position Elize far from her foes, and have her start casting healing artes straight away. By holding down ● you can pause the casting process, allowing you to release the button and trigger the arte immediately when your allies need the HP.

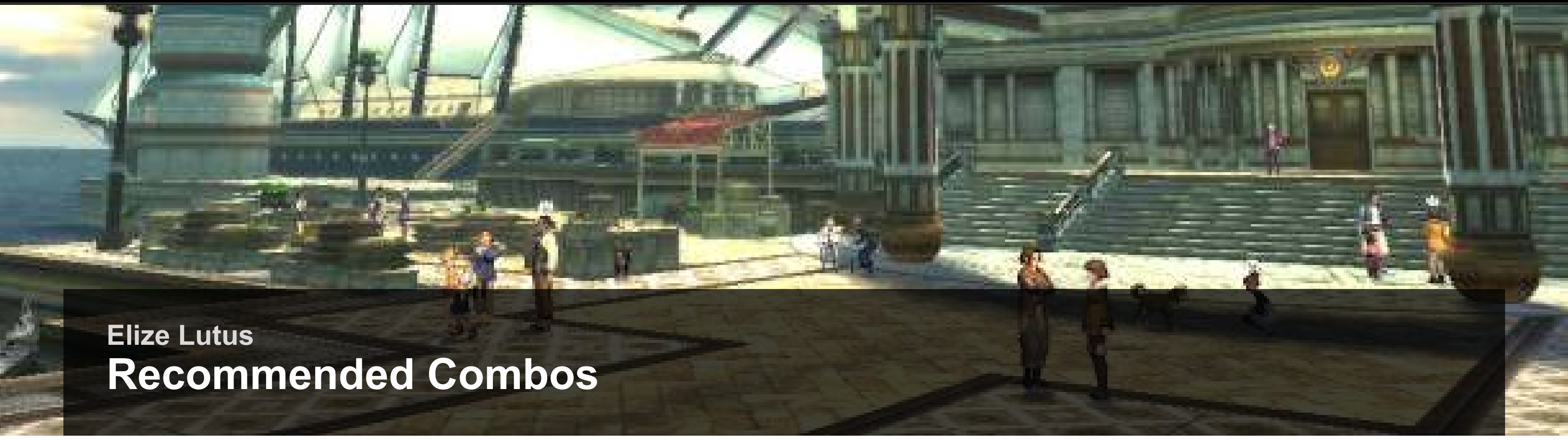
2533 65
3154 406
3335 291
2758 253

You can set the target area of your arte while the casting is paused, letting you pick a target area that heals as many allies as possible.

Special—Make Elize Indestructible with Guard-Boosting Skills

Elize is notably weak to physical attacks, but if you learn the skills listed below, you can make her nearly indestructible in combat. The combination of Melee Gamble, Spell Gamble, and All Guard alone will allow you to reduce the damage from any attack to 1 simply by executing a Magic Guard.

Guarding-Related Skills	
Heal Guard	Restores 4% of Max HP for every second you spend guarding or using Magic Guard.
Reflective Guard	For 3 seconds after guarding or using Magic Guard, 20% of damage received while guarding is reflected back at the attacker.
Survive	When guarding, if you would take more damage than your current HP total, you will survive at 1 HP.
Melee Gamble	Physical attacks you take while guarding deal only 1 point of damage, but deal double damage when unguarded.
Spell Gamble	Artes attacks you take while using Magic Guard deal only 1 point of damage, but deal double damage when unguarded.
Impregnable Guard	Your guard cannot be broken.



Elize Lutus

Recommended Combos

Drive Back Foes as You Retreat to Safety

Step 1: Back-Step, Step 2: Pow Hammer, Step 3: Teepo Squash, Step 4: Teepo Roar, Step 5: Back-Step

Cast a Pow Hammer at an incoming foe and, just before it lands, use a back-step to put Elize the proper distance away. Then chain a Teepo Squash into a Teepo Roar to knock away any foes in front of you. (If your foes are moving too quickly, cut the Pow Hammer and go straight to the two Teepo artes.) This combo doesn't do massive amounts of damage or hit a significant amount of times; it's simply an effective way to drive off incoming attackers.

Pull in Foes For a Melee-Range Thrashing

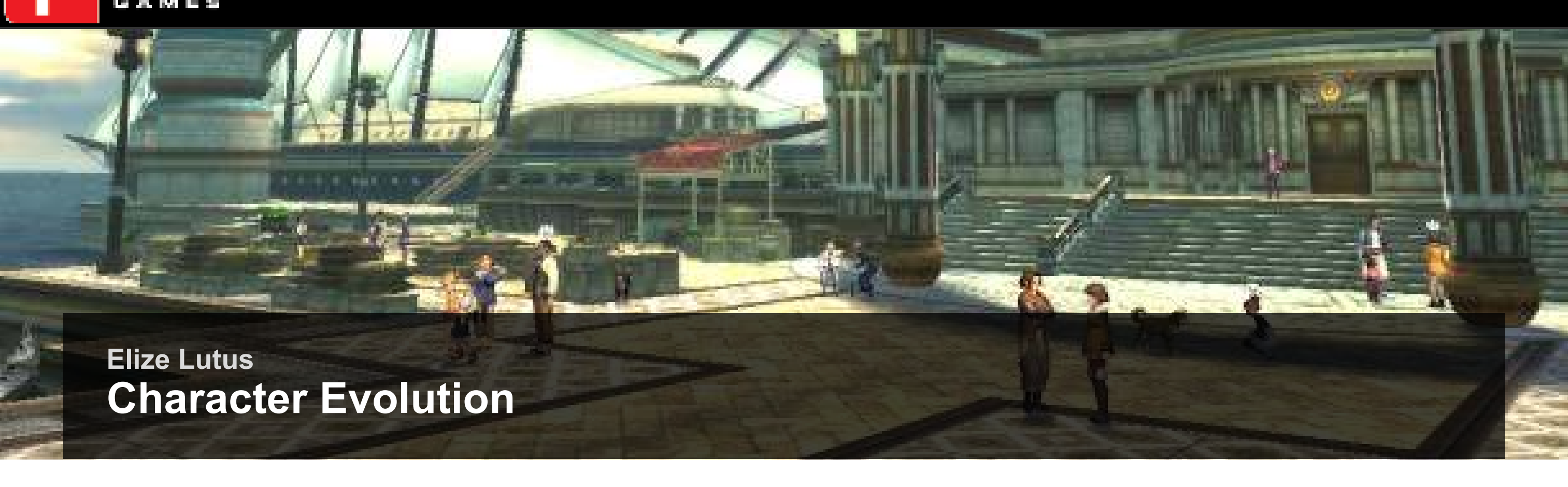
Step 1: L1 + ⇦/⇨ + ✕, Step 2: ⇦/⇨ + ✕, Step 3: Dark Brush, Step 4: ⇩ + ✕, Step 5: Back-Step

With Teepo OFF, pull in your foes with the long-range L1 + ⇦/⇨ + ✕ attack, and then rack up hits by continuously using Elize's ⇦/⇨ + ✕ attack. (Any other attack would knock your foes back, interrupting the combo.) When you run low on AC, use an arte like Dark Brush or Frozen Flash that attacks your foe's weakness, and knock them down with the ⇩ + ✕ normal attack before back-stepping away to safety.

A Flashy Mid-Air Combo Against Launched Foes

Step 1: Quick-Step, Step 2: Teepo Quake, Step 3: Teepo Trampoline, Step 4: Shock Sphere, Step 5: Guard

Approach within one quick-step length of your foe, where he'll be in Teepo Quake range, and use Teepo Trampoline to launch him into the air. Immediately follow that up with Teepo Quake and then use a mid-air Shock Sphere to knock your foe away so he won't be able to retaliate. Dark Gaze is a good choice for the base arte of Shock Sphere, due to its low TP cost.



Elize Lutus

Character Evolution

Focus on Building Elize's Repertoire of Artes

Elize begins the game with Pixie Circle as her only recovery arte. Begin by seeking out the Light- and Earth-type Healing Circle and Water-type Recover artes. Next, work to shore up Elize's weaknesses by learning skills that boost her HP and Vitality. Learning Elize's Dark-type attack artes is also essential, so you'll want to make sure she spends a lot of time using Dark-type extractors.

Suggested Growth Plan

Development chart

Increase Elize's Recovery-Arte Options

Your first priority is learning healing artes and the Dispel arte, which protects you from ailments. The Warrior skill will boost the power of your physical artes when Teepo is OFF, improving Elize's proficiency in combat.

	Dispel
	Warrior
	Teepo Master
	Nurse
	Recover
	Healing Circle

Focus on Learning Dark-Type Attack Artes

Once you've assembled a nice selection of healing artes, start absorbing Dark and Wind elements to learn attack artes like Negative Gate and Deadly Gaze. When you do, you'll want to make sure to learn and activate the Wizard skill, which boosts the power of artes when Teepo is ON.

	Negative Gate
	Deadly Gaze
	Wizard
	Heal Guard

Expand the Utility of Teepo Switching

After a certain amount of growth, you'll gain access to a wide variety of skills related to Elize's Teepo Switching ability. Warrior 2 and Wizard 2 are both extremely useful, making it easier for Elize to get away from her foes and shortening her casting times, respectively.

	Warrior 2
	Revive
	Teepo Master 2
	Teepo Master 3
	Dread Wings
	Dark Visitor
	Ignite Terror
	Wizard 2

Master Elize's Strongest Guard Skills

Once you've learned Spell Gamble and Melee Gamble, Elize's defenses will be completely impregnable. For added reassurance, the Angel's Cry skill can revive her from a single KO in combat.

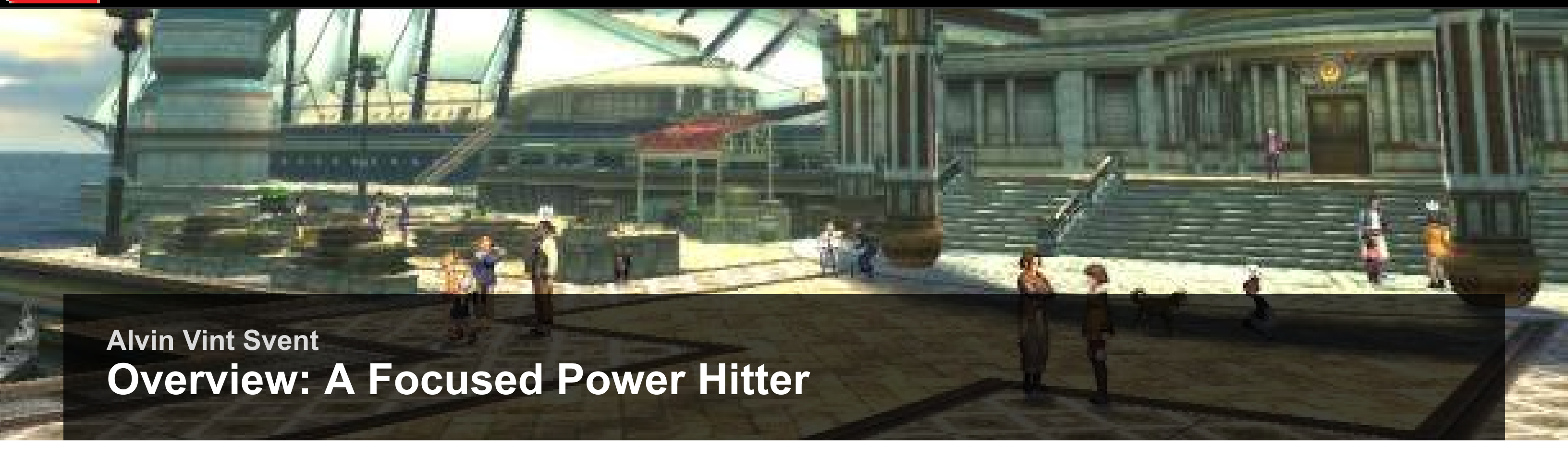
	Spell Gamble
	Melee Gamble

Allium Orbs - Skills and Artes

Points	Light	Light -Earth	Earth	Earth -Water
15	—	—	—	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	Teepo Quake	Frozen Flash
160	—	—	—	—
230	Pixie Circle Lv.1	Level Restore	—	—
310	—	—	—	Frozen Flash Lv.1
400	Life Up	—	Teepo Quake Lv.1	—
500	—	Healing Circle	—	Teepo Roar
610	Stamina	—	—	—
730	Over Extension 2	—	—	—
870	Intelligence 2	—	Dexterity 2	—
1030	HP Gain 2	Healing Circle Lv.1	—	Frozen Flash Lv.2
1210	Dispel	—	All Guard	—
1410	—	—	—	Teepo Roar Lv.1
1630	Over Extension	Casting Window	—	—
1880	Over Extension 3	—	Teepo Trampoline	Heal Guard
2160	Stamina 2	Healing Circle Lv.2	—	—
2470	—	—	Flash Guard	Frozen Flash Lv.3
2810	Pixie Circle Lv.2	—	—	—
3180	—	Healing Circle Lv.3	Teepo Trampoline Lv.1	Teepo Roar Lv.2
3590	HP Surge	—	—	—
4040	—	—	Teepo Quake Lv.2	—
4530	Pixie Circle Lv.3	—	—	Support Shift
5060	—	—	HP Restoration Guard	—
5630	Dispel Lv.1	Survive	Teepo Trampoline Lv.2	—
6250	—	—	—	Spell Gamble
6920	Pixie Circle Lv.4	—	Perfect Guard	—
7640	—	Healing Circle Lv.4	—	Teepo Roar Lv.3
8410	Dispel Lv.2	—	Teepo Quake Lv.3	—
9230	HP Surge 2	—	—	Frozen Flash Lv.4
10110	Dispel Lv.3	—	Teepo Trampoline Lv.3	—
11050	Angel's Cry	—	—	Teepo Roar Lv.4
12050	—	—	Teepo Quake Lv.4	—
13110	Dispel Lv.4	—	—	—
14230	—	—	Teepo Trampoline Lv.4	—
15420	—	—	—	—
16680	—	—	—	—

Points	Water	Water -Dark	Dark	Dark -Wind
15	—	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	—	Dark Brush	TP Gain	Dark Gaze Lv.1
160	Recover	—	Teepo Spray Lv.1	—
230	Hidden Target	—	—	—
310	—	Reflective Guard	—	—
400	TP Combo Support	—	Mind Up	Teepo Barrage
500	—	Dark Brush Lv.1	Negative Gate	—
610	Recover Lv.1	Wizard	Spirit	—
730	—	—	Mind Reversal	Dark Gaze Lv.2
870	Vitality 2	—	Psyche 2	—
1030	—	Dark Brush Lv.2	TP Gain 2	Deadly Gaze
1210	Auto Medicine	—	Teepo Spray Lv.2	—
1410	—	—	Combo Siphon	Teepo Barrage Lv.1
1630	Recover Lv.2	—	Dark Guard	—
1880	—	Dark Brush Lv.3	Negative Gate Lv.1	—
2160	Renewed Confidence	—	Spirit 2	Deadly Gaze Lv.1
2470	—	—	Dark Visitor	—
2810	Recover Lv.3	—	Mind Share Plus	Dark Gaze Lv.3
3180	—	Wizard 2	Negative Gate Lv.2	Teepo Barrage Lv.2
3590	Hidden Target 2	—	TP Surge	—
4040	Auto Medicine 2	Dark Brush Lv.4	Teepo Spray Lv.3	Dread Wings
4530	—	Ignite Terror	—	Teepo Barrage Lv.3
5060	Heal Share Plus	—	Negative Gate Lv.3	Dark Gaze Lv.4
5630	—	—	Dark Visitor Lv.1	Deadly Gaze Lv.2
6250	—	Ignite Terror Lv.1	—	Dread Wings Lv.1
6920	Recover Lv.4	—	Spirit 3	Teepo Barrage Lv.4
7640	—	—	Teepo Spray Lv.4	—
8410	—	—	Dark Visitor Lv.2	Deadly Gaze Lv.3
9230	—	—	TP Surge 2	—
10110	Chain Spell	Ignite Terror Lv.2	—	Dread Wings Lv.2
11050	—	—	Negative Gate Lv.4	—
12050	—	—	Dark Visitor Lv.3	Deadly Gaze Lv.4
13110	—	Ignite Terror Lv.3	—	Dread Wings Lv.3
14230	—	—	—	—
15420	—	—	Dark Visitor Lv.4	Dread Wings Lv.4
16680	—	Ignite Terror Lv.4	—	—

Points	Wind	Wind -Fire	Fire	Fire -Light
15	—	—	—	—
50	Agility	—	Strength	—
100	—	—	Teepo Squash	—
160	Pow Hammer Lv.1	—	Pow Hammer	—
230	—	Momentary Gain	Fury Stoke	—
310	Jump Cancel	—	Chicken Run	—
400	—	—	—	—
500	Pow Hammer Lv.2	—	Teepo Squash Lv.1	Linked Minds
610	Mirage Step	—	—	—
730	Teepo Copter	—	—	Warrior
870	Agility 2	—	Strength 2	—
1030	—	Teepo Master	—	—
1210	—	—	Teepo Vacuum	—
1410	—	—	Back Support	—
1630	Teepo Copter Lv.1	Nurse	—	—
1880	Spell Shock	—	Teepo Squash Lv.2	—
2160	—	Teepo Master 3	—	—
2470	—	Nurse Lv.1	—	Warrior 2
2810	Pow Hammer Lv.3	—	Teepo Vacuum Lv.1	—
3180	—	Momentary Gain 2	—	Revive
3590	Teepo Copter Lv.2	—	Fury Stoke 2	—
4040	—	—	Teepo Squash Lv.3	—
4530	—	Teepo Master 2	—	Linked Action
5060	Pow Hammer Lv.4	—	Morale Support	—
5630	—	Melee Gamble	—	—
6250	—	—	Teepo Vacuum Lv.2	Revive Lv.1
6920	Teepo Copter Lv.3	Nurse Lv.2	—	—
7640	—	—	Teepo Squash Lv.4	Revive Lv.2
8410	—	Damage Control	—	—
9230	Alternate Dash	—	Teepo Vacuum Lv.3	—
10110	—	Nurse Lv.3	—	—
11050	Teepo Copter Lv.4	—	—	—
12050	—	Nurse Lv.4	—	Revive Lv.3
13110	—	—	Teepo Vacuum Lv.4	—
14230	—	—	—	Revive Lv.4
15420	—	—	—	—
16680	—	—	—	—



Alvin Vint Svent

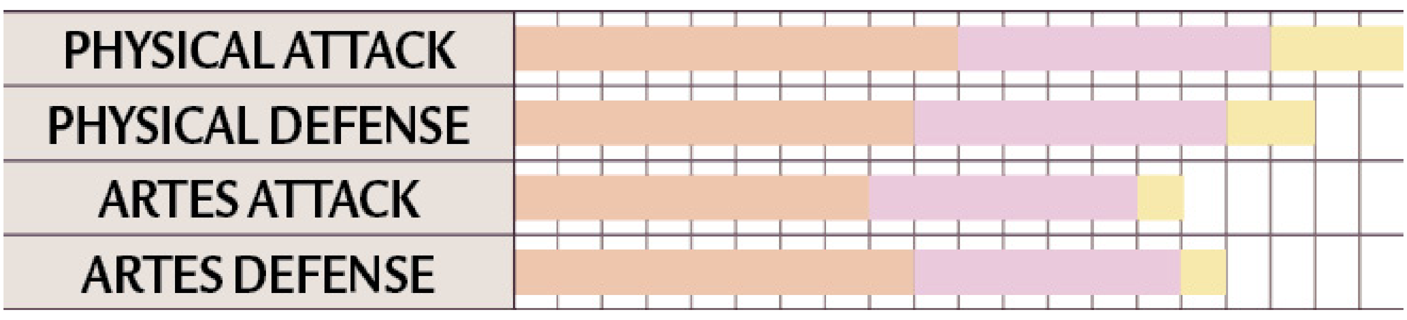
Overview: A Focused Power Hitter

Alvin boasts the most HP and highest Strength of any character, and his Physical Attack score is second to none. His Dexterity is also quite high, giving him impressive odds of scoring critical hits. On the other hand, his low Artes Defense score may present problems, so it's best to equip him with hats instead of helmets.

Stats

Stat	Lv.1	Lv.50	Lv.100	Lv.200	Rank
HP	450	3243	6039	9999	S
TP	90	155	222	355	D
Strength	62	552	1052	2052	S
Vitality	52	468	893	1743	A
Intelligence	32	350	675	1325	D
Psyche	39	382	732	1432	C
Agility	42	385	735	1435	C
Dexterity	49	490	940	1840	A

Stat Balance (🟧 Stats 🟪 Equipment 🟨 Skills)



Equippable Armaments

WEAPON	Swords
HEADGEAR	Helmets Hats
ARMOR	Armor

Partner Skill: Breaker

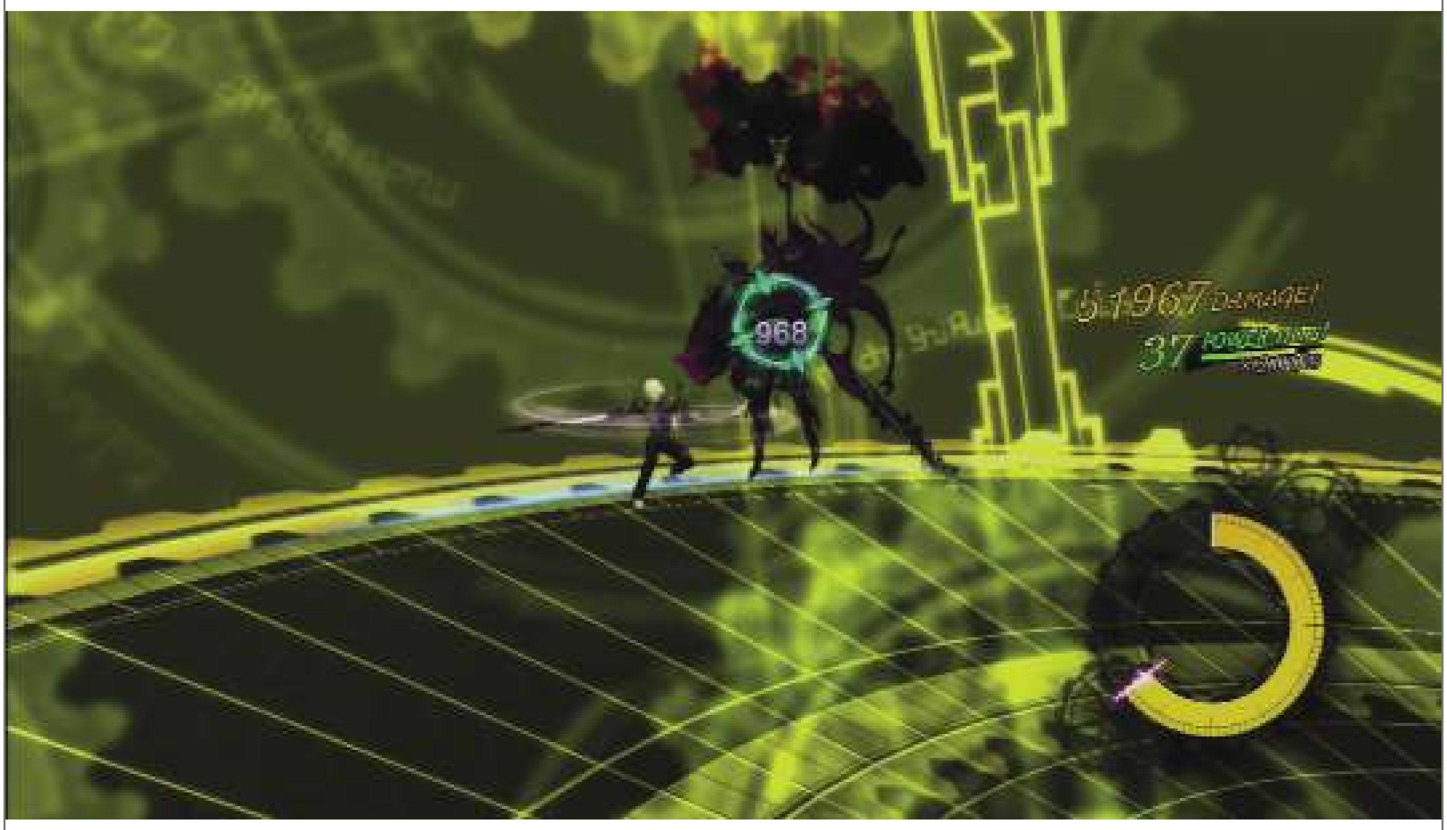
When an enemy guards the player's attack, if Alvin is his or her partner, Alvin will strike at the foe with a red aura-infused attack that breaks the foe's guard. Better still, this attack will always leave its target stunned. By partnering with Alvin, players can force through an attack against a guarded foe, and continue their onslaught thanks to the stun effect. Note that the attack Alvin uses to break the guard varies based on his distance from the foe; he uses a sword slash at close range and a gunshot from a distance.

Breaker Properties

When an enemy guards his partner's attack, if Alvin is not incapacitated, he will break the guard and temporarily stun the foe.

To break the guard, Alvin will sweep with his sword at close range, and fire his gun at long range. Both attacks have a power of 50.

When the Support Shift skill is active, instead of stunning his foe, Alvin will temporarily lower its Physical and Artes Defense by 30%.



Activating the Support Shift skill can provide opportunities to dish out large amounts of damage.

Alvin Vint Svent

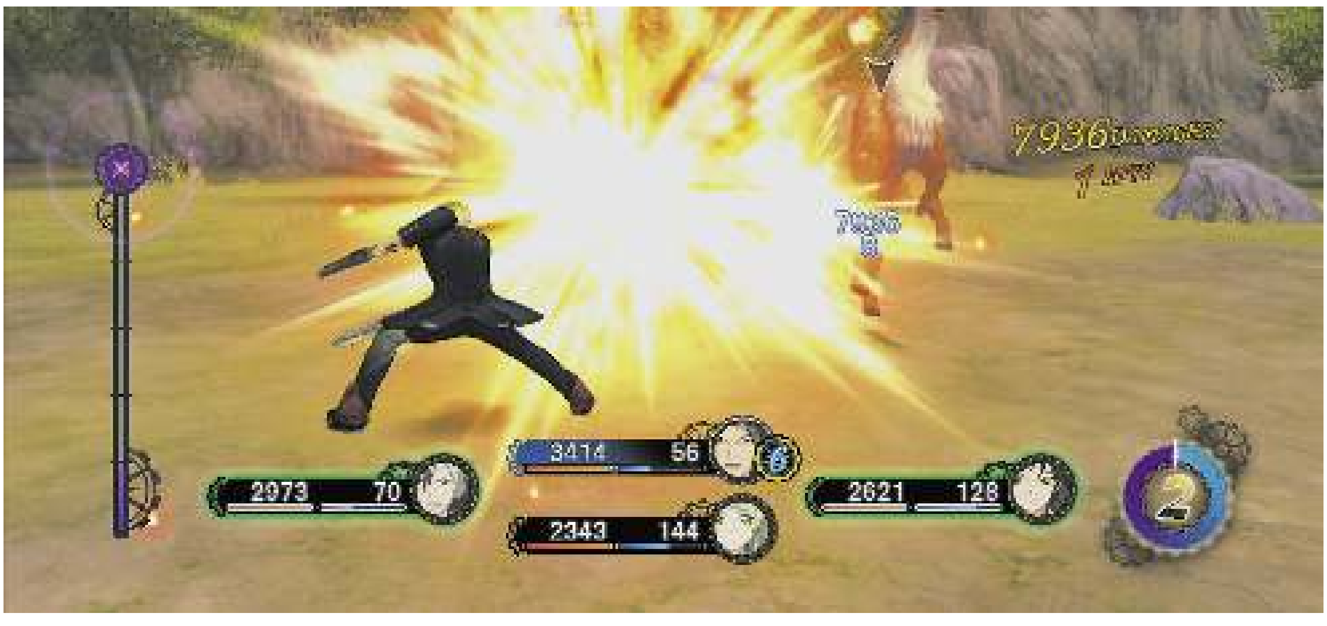
Character Abilities

An Attacker Who Offers High Power at Long Range

Wielding both a gun and a sword, Alvin is able to fight at both close and long range. He particularly excels at long range, where gun artes fueled by his high Physical Attack score are able to deal heavy damage. On the other hand, his movement speed and quick-steps are on the slow side, and many of his attacks are sluggish. To avoid being surrounded, pay careful attention to enemy placements and position yourself accordingly.

Key Attributes

- Deals considerable damage with each attack.
- Artes and regular attacks typically have long ranges and wide areas of effect.
- Skills allow for more frequent critical hits and easier guard breaks.



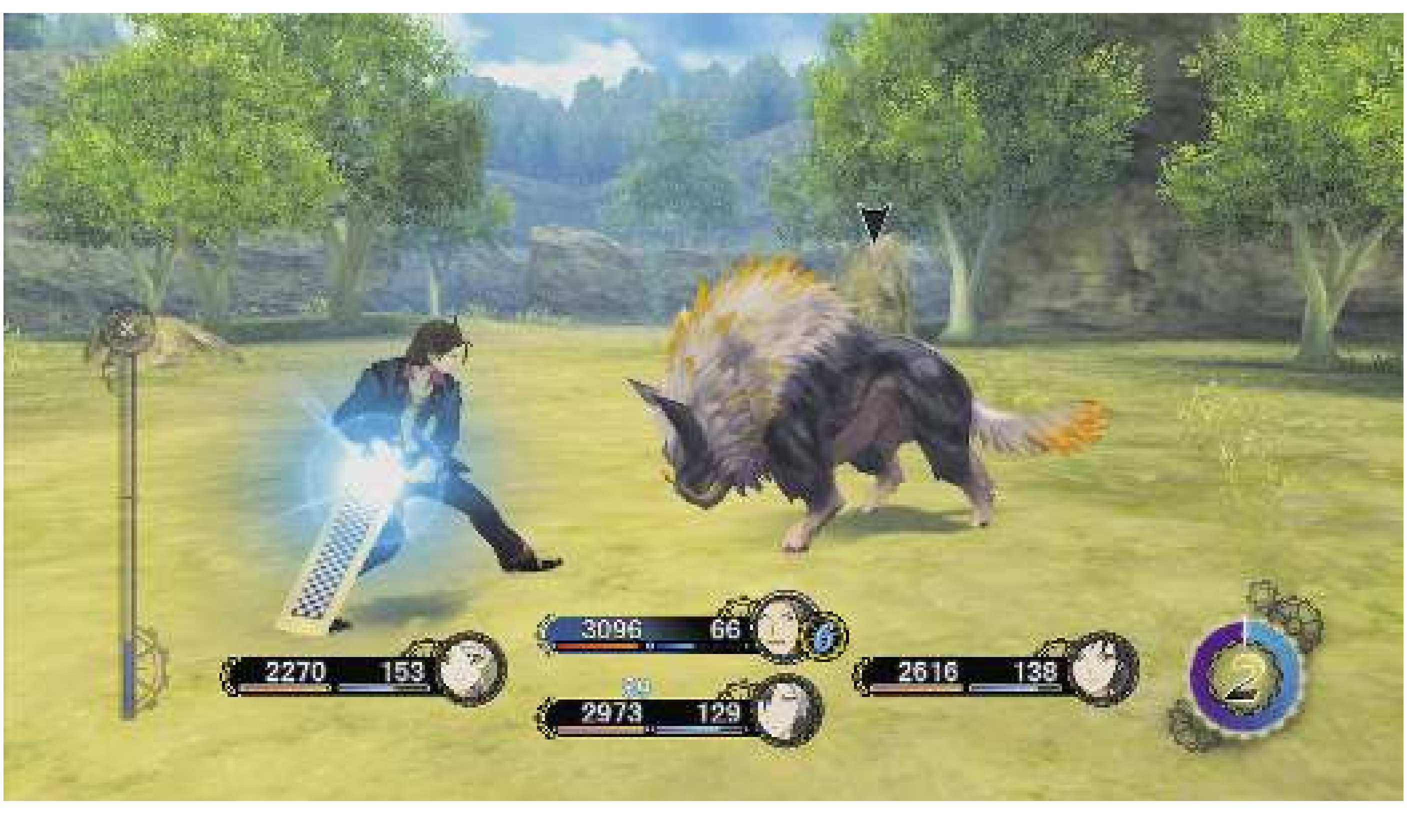
You don't need to perform combos to deal heavy damage with Alvin's powerful attacks.

Charge Your Artes to Boost Their Output

Hold down ● immediately after executing any of Alvin's artes, and he'll bring his sword and gun together to begin charging. If he completes the charge, the next arte he executes will be enhanced. Note that even if you release ● after beginning the charging motion, the process will continue until the first charge is complete.

Charge-Related Skills

Skill	Effect When Active
Charge Plus	Alvin's charge limit increases by 1.
Charge Plus 2	Alvin's charge limit increases by 1.
Charge Plus 3	Alvin's charge limit increases by 1.
Charge Breaker	Alvin's artes can break guards when charged.
Charge Breaker 2	Alvin's artes are better at breaking Iron Stances when he has four charges.
Speed Charge	Hastens Alvin's charging speed.
Mind Charge	Charging restores 1% of Alvin's max TP.
Mind Charge 2	Triples effect of Mind Charge.
Charge Armor	Alvin cannot be staggered during and up to 5 seconds after charging.



Charging leaves Alvin vulnerable, so it's best performed after using a long-range arte from afar.

Steps of a Charge

Before you can perform a charge, you must perform one of Alvin's artes. As soon as the arte is executed, press and hold ●.

Hold Down ● to Charge

Alvin brings gun and sword to together for roughly 0.6 seconds to complete the charge. Your skills affect the time required to charge and the number of charges you can hold.

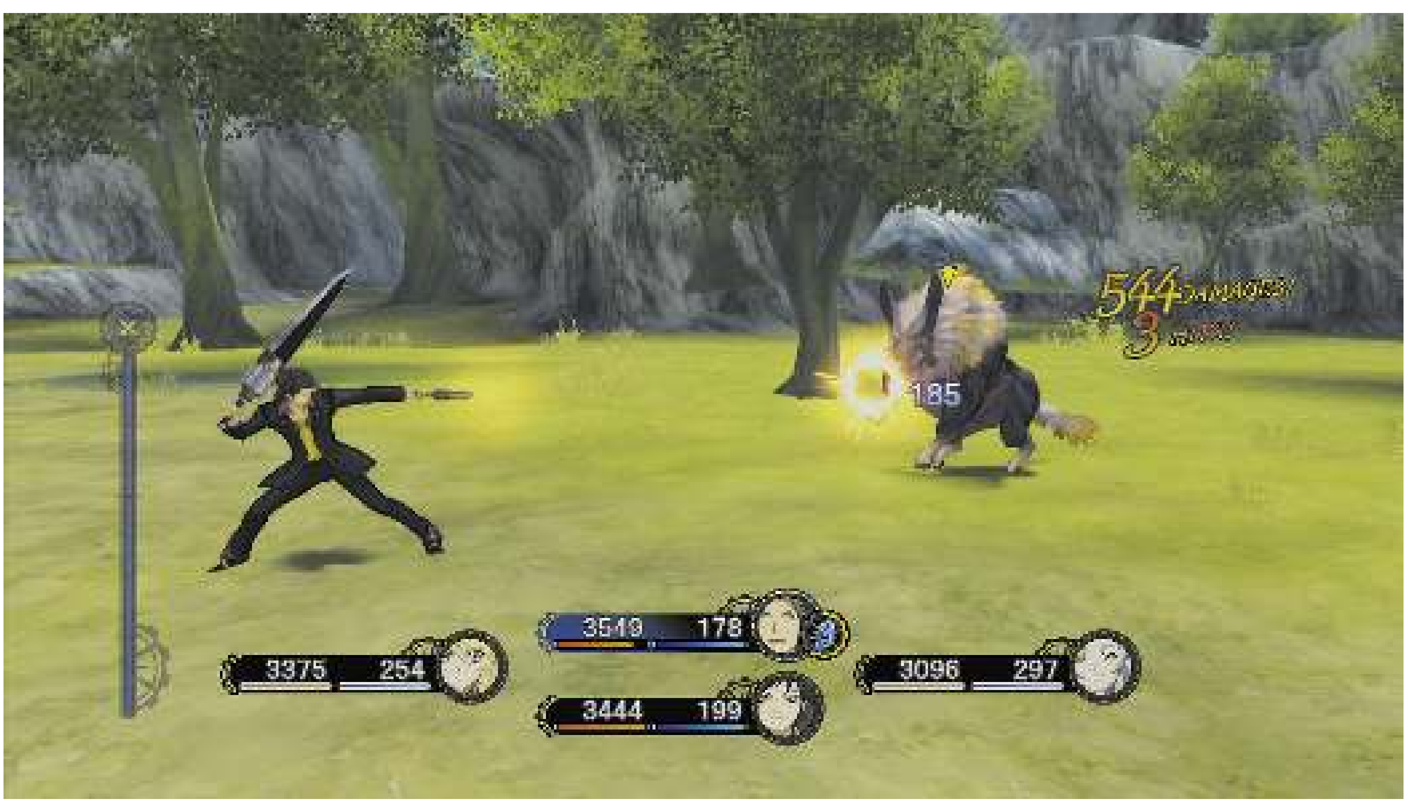
Alvin's Next Arte is Enhanced

The next arte you perform will be enhanced by your charge. After the arte is executed, Alvin's charge will be lost.

Normal Attacks

Some of Alvin's Attacks Change When Charged

Certain regular attacks of Alvin's have different variations when he's charged. For example, the second stage of normal attacks entered while pressing ⇨, ⇦, or ⇩ is usually a long-range gunshot. But Alvin can't use his gun when charged, so he uses sword attacks that can reverse or knock down foes instead. When using normal attacks, it's important to factor in whether or not Alvin is charged.



When he isn't charged, Alvin can continuously fire his gun for as long as he has AC to spare.

Alvin Vint Svent

Artes

How Charging Affects Alvin's Artes

Outside of Charged Blow and his Terminus Pride mystic arte, charging has an effect on all of Alvin's artes. Generally, the upgrade involves a power boost or additional hits, but some artes, like Fierce Demon Fang, have significantly changed effects. Another arte, Punishing Shot, even has a different usage-count bonus when charged. But whatever the change, charging generally leads to a strictly superior version of the arte. Learning exactly how charging affects each arte is one of the keys to playing Alvin well.

Physical Arte **Guardian Field**

TP Cost	12	Casting Time	—	Learned From	Start

Power	240	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	32	Guard Break	32	HP Recovery	16
Properties	HP Recovery 5%×3			Count	[200] Activate speed up, [400] Effect increased (+3%)					Gauge	8

Charge **Guardian Grove**

TP Cost	12	Casting Time	—	Learned From	Start

Power	240	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	32	Guard Break	32	HP Recovery	16
Properties	HP Recovery 5%×3			Count	[200] Speed Up, [400] HPRecovery 3%					Gauge	8

Physical Arte **Demon Fang**

TP Cost	4	Casting Time	—	Learned From	Start

Power	180	# of Hits	2	Phys. to Magic Ratio	7:3	Iron Stance	16	Guard Break	16	HP Recovery	8
Properties	—			Count	[100/200] Speed Up, [400] Penetration & Lift up enemy					Gauge	10

Charge **Fierce Demon Fang**

TP Cost	4	Casting Time	—	Learned From	Start

Power	225	# of Hits	1	Phys. to Magic Ratio	7:3	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	Knockdown/No Damage Reduction vs. Knockdown			Count	[200/400] Range extended					Gauge	10

Physical Arte **Sonic Thrust**

TP Cost	6	Casting Time	—	Learned From	Wind 100

Power	200	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	—			Count	[100] Aerial trigger available					Gauge	10

Charge **Sonic Barrage**

TP Cost	6	Casting Time	—	Learned From	Wind 100

Power	300	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	16	Guard Break	16	HP Recovery	8
Properties	Knockdown			Count	[100] Can Use in Mid-air					Gauge	15

Physical Arte **Variable Trigger**

TP Cost	6	Casting Time	—	Learned From	Fire 100

Power	200	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	Pierces Foes			Count	[200] Speed Up					Gauge	10

Charge **Variable Blast**

TP Cost	6	Casting Time	—	Learned From	Fire 100

Power	400	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	Pierces Foes			Count	[200] Speed Up					Gauge	10

Physical Arte **Demon Whip**

TP Cost	6	Casting Time	—	Learned From	Dark 230

Power	200	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	Stun (30%)			Count	[100] Stun period extended					Gauge	5

Charge **Demon Wave**

TP Cost	6	Casting Time	—	Learned From	Dark 230

Power	300	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	—			Count	[100] Guard break capability up, [200] Iron Stance break capability up					Gauge	5

Physical Arte **Homing Shot**

TP Cost	6	Casting Time	—	Learned From	Dark 500

Power	200	# of Hits	1	Phys. to Magic Ratio	10:0	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	—			Count	[100] Speed Up, [200/400] Range extended					Gauge	10

Charge **Homing Cannon**

TP Cost	6	Casting Time	—	Learned From	Dark 500

Power	330	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	24	HP Recovery	12
Properties	—			Count	[100] Speed Up, [200/400] Range Up					Gauge	30

Physical Arte **Tiger Blade**

TP Cost	8	Casting Time	—	Learned From	Start

Power	300	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	16	Guard Break	16	HP Recovery	8
Properties	—			Count	[200] Speed Up					Gauge	10

Charge **Tiger Rage**

TP Cost	8	Casting Time	—	Learned From	Start

Power	450	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	24	HP Recovery	12
Properties	—			Count	[200] Movement Speed Up					Gauge	15

Physical Arte **Punishing Shot**

TP Cost	8	Casting Time	—	Learned From	Wind 230

Power	400	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	24	HP Recovery	12
Properties	Juggle			Count	[200] Additional hits					Gauge	10

Charge **Punishing Beam**

TP Cost	8	Casting Time	—	Learned From	Wind 230

Power	680	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	24	HP Recovery	12
Properties	Knockdown			Count	[200] Lift up enemy					Gauge	11

Physical Arte **Terra Rupture**

TP Cost	8	Casting Time	—	Learned From	Earth 100

Power	300	# of Hits	2	Phys. to Magic Ratio	8:2	Iron Stance	16	Guard Break	16	HP Recovery	8
Properties	—			Count	[100] Speed Up, [200] Draw in enemy					Gauge	10

Charge **Terra Fissure**

TP Cost	8	Casting Time	—	Learned From	Earth 100

Power	450	# of Hits	3	Phys. to Magic Ratio	8:2	Iron Stance	24	Guard Break	24	HP Recovery	12
Properties	Knockdown			Count	[100] Speed Up, [200] Pull-in					Gauge	15

Physical Arte **Charged Blow**

TP Cost	16	Casting Time	—	Learned From	Water 730

Power	400	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	16	Guard Break	16	HP Recovery	8
Properties	Charge			Count	—					Gauge	5

Physical Arte **Squall Shot**

TP Cost	12	Casting Time	—	Learned From	Earth-Water 1210

Power	400	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	32	Guard Break	32	HP Recovery	16
Properties	—			Count	[200/400] Additional hits					Gauge	8

Charge **Storm Shot**

TP Cost	12	Casting Time	—	Learned From	Earth-Water 1210

Power	400	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	32	Guard Break	32	HP Recovery	16
Properties	—			Count	[200/400] +1 Hit					Gauge	8

Physical Arte **Tornado Drive**

TP Cost	14	Casting Time	—	Learned From	Light 230

Power	480	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	16	Guard Break	16	HP Recovery	8
Properties	Juggle			Count	—					Gauge	10

Charge **Cyclone Drive**

TP Cost	14	Casting Time	—	Learned From	Light 230

Power	720	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	24	HP Recovery	12
Properties	Juggle/Enemy Rotation			Count	—					Gauge	15

Physical Arte **Arc Fire**

TP Cost	16	Casting Time	—	Learned From	Fire-Light 1210

Power	1200	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	32	Guard Break	32	HP Recovery	16
Properties	Juggle			Count	[200] Lift up enemy, [400] Range extended					Gauge	16

Charge **Arc Blaze**

TP Cost	16	Casting Time	—	Learned From	Fire-Light 1210

Power	1200	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	32	Guard Break	32	HP Recovery	16
Properties	Juggle			Count	[200] Prop Up, [400] Increased Area of Effect					Gauge	16

Physical Arte **Pulse Shot**

TP Cost	21	Casting Time	—	Learned From	Water-Dark 2810

Power	750	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	40	Guard Break	40	HP Recovery	20
Properties	Juggle			Count	[100] Speed Up, [200] Lift up enemy					Gauge	10

Charge **Sweeping Shot**

TP Cost	21	Casting Time	—	Learned From	Water-Dark 2810

Power	1125	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	40	Guard Break	40	HP Recovery	20
Properties	Juggle			Count	[100] Speed Up, [200] Prop Up					Gauge	10

Physical Arte **Moonlight Cleft**

TP Cost	24	Casting Time	—	Learned From	Water 2470

Power	800	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	16	Guard Break	16	HP Recovery	8
Properties	—			Count	[200] Range extended					Gauge	10

Charge **Twin Moonlight Cleft**

TP Cost	24	Casting Time	—	Learned From	Water 2470

Power	1280	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	32	Guard Break	32	HP Recovery	16
Properties	—			Count	[200] Increased Area of Effect					Gauge	20

Physical Arte **Trap Shot**

TP Cost	24	Casting Time	—	Learned From	Earth 3590

Power	700	# of Hits	1	Phys. to Magic Ratio	6:4	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	Stun (25%)			Count	[100] Stun probability up (+5%), [200] Stagger period extended					Gauge	5

Charge **Trap Storm**

TP Cost	24	Casting Time	—	Learned From	Earth 3590

Power	700	# of Hits	1	Phys. to Magic Ratio	6:4	Iron Stance	8	Guard Break	8	HP Recovery	4
Properties	Stun (25%)			Count	[100] Stun Rate (5% [200] Stagger Time increase					Gauge	5

Physical Arte **Demon Inferno**

TP Cost	26	Casting Time	—	Learned From	Fire 500

Power	1120	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	24	HP Recovery	12
Properties	Juggle/Knockdown			Count	[100] Guard break capability up, [200] Guard break					Gauge	12

Charge **Abyssal Inferno**

TP Cost	26	Casting Time	—	Learned From	Fire 500

Power	1920	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	24	HP Recovery	12
Properties	Juggle/Knockdown			Count	[100] Guard Break (32), [200] Guard Break (184)					Gauge	12

Physical Arte **Dragon Swarm**

TP Cost	28	Casting Time	—	Learned From	Wind 2160

Power	1000	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	40	Guard Break	40	HP Recovery	20
Properties	—			Count	[200] Speed Up					Gauge	10

Charge **Dragon Salvo**

TP Cost	28	Casting Time	—	Learned From	Wind 2160

Power	1200	# of Hits	6	Phys. to Magic Ratio	10:0	Iron Stance	48	Guard Break	48	HP Recovery	24
Properties	Juggle			Count	[200] Speed Up					Gauge	12

Physical Arte **Dark Radiance**

TP Cost	36	Casting Time	—	Learned From	Wind-Fire 4040

Power	1080	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	16	Guard Break	16	HP Recovery	8
Properties	Knockdown			Count	[100] Aerial trigger available					Gauge	10

Charge **Devil Flare**

TP Cost	36	Casting Time	—	Learned From	Wind-Fire 4040

Power	1980	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	16	Guard Break	16	HP Recovery	8
Properties	Knockdown			Count	[100] Aerial trigger available					Gauge	10

Physical Arte **Cross Cleave**

TP Cost	36	Casting Time	—	Learned From	Dark-Wind 2810

Power	1000	# of Hits	4	Phys. to Magic Ratio	10:0	Iron Stance	32	Guard Break	32	HP Recovery	16
Properties	—			Count	[200] Additional hit (+1), [400] Additional hit (+2)					Gauge	10

Charge **Muzzle Roar**

TP Cost	36	Casting Time	—	Learned From	Dark-Wind 2810

Power	1500	# of Hits	6	Phys. to Magic Ratio	10:0	Iron Stance	48	Guard Break	48	HP Recovery	24
Properties	—			Count	[200/400] +1 Hit Power (250)					Gauge	15

Physical Arte **Boilermaker**

TP Cost	42	Casting Time	—	Learned From	Fire 6250

Power	1100	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	40	Guard Break	40	HP Recovery	20
Properties	Juggle			Count	[100/200] Speed Up					Gauge	10

Charge **Smash Inferno**

TP Cost	42	Casting Time	—	Learned From	Fire 6250

Power	1870	# of Hits	8	Phys. to Magic Ratio	9:1	Iron Stance	64	Guard Break	64	HP Recovery	52
Properties	Knockdown/Juggle			Count	[100/200] Speed Up					Gauge	11

Mystery **Hell Fryer**

TP Cost	52	Casting Time	—	Learned From	Fire-Light 6920

Power	1000	# of Hits	2	Phys. to Magic Ratio	10:0	Iron Stance	40	Guard Break	16	HP Recovery	9999
Properties	Knockdown/Fire Immunity			Count	[200] Guard break capability up					Gauge	10

Charge **Spiral Wave**

TP Cost	52	Casting Time	—	Learned From	Fire-Light 6920

Power	1400	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	60	Guard Break	24	HP Recovery	9999
Properties	Knockdown/Fire Immunity			Count	[200] Ailment probability up					Gauge	15

Mystery **Legacy**

TP Cost	57	Casting Time	—	Learned From	Light-Earth 7640

Power	800	# of Hits	8	Phys. to Magic Ratio	10:0	Iron Stance	48	Guard Break	64	HP Recovery	48
Properties	Unstaggerable			Count	[100/200] Speed Up					Gauge	16

Charge **Hairtrigger**

TP Cost	57	Casting Time	—	Learned From	Light-Earth 7640

Power	968	# of Hits	8	Phys. to Magic Ratio	10:0	Iron Stance	48	Guard Break	64	HP Recovery	48
Properties	Instant-KO (30%)			Count	[100/200] Speed Up, [100/200/400] Battle Odds (5%)					Gauge	16

Mystic Arte **Terminus Pride**

TP Cost	0	Casting Time	—	Learned From	Skill (Special)

Power	8400	# of Hits	8	Phys. to Magic Ratio	10:0	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Accuracy/Knockdown			Count	—					Gauge	0

Alvin Vint Svent

Tactics

Charge Safely as You Strike from Afar

You'll need to find safe opportunities to charge if you hope to make it a major part of your offense. As a general rule, there are only two ways to charge safely. One is to put some distance between Alvin and his foes and charge after using a long-range arte. The other is to charge after using artes that knock foes down. Outside of these situations, it's rarely a good idea to risk a charge.

Rolling Thunder
RESIST!
1360 15
1514 48
1245 30
1134 157

Don't forget to charge again after executing a charged long-range attack arte.

Charging—Main Charging Opportunities

Charge After Long-Range Artes

Use an arte like Demon Fang at a safe distance from your foes, and then perform a charge. Charging is your main goal, so don't worry too much about whether or not you hit with the arte.

Charging—Charge After a Knockdown Arte

After knocking your foe down with an arte like Fierce Demon Fang, immediately begin to charge. You'll have more than enough time to complete the charge before the enemy gets back up.

Special—Boost Physical Attack to Dish Out Big Damage

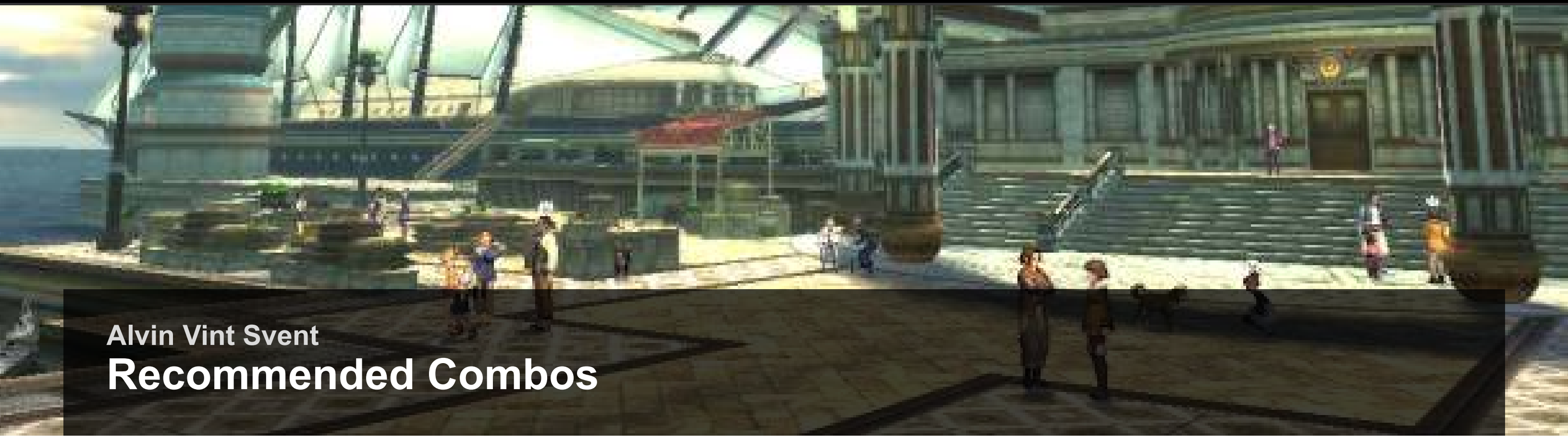
In order to play to Alvin's natural strengths, you'll want to activate all of the skills that boost his Physical Attack stat. Complement this strategy with skills like Critical and Sustained Critical that increase his odds of scoring critical hits. The Critical Damage skill is the cherry on top, allowing Alvin to do potentially massive amounts of damage with each attack.

1120 DAMAGE!
4 POWER HITS!
POWER HIT!
219
1222 115
1110 94
876 154
1403 60

Weapons like Stormbringer that increases the odds of scoring critical hits make this strategy even more effective.

Physical Attack and Critical Hit-Related Skills

Skill	Effect When Active
Strength	Boosts Strength by 5%.
Strength 2	Boosts Strength by 10%.
Strength 3	Boosts Strength by 15%.
Blunt Force	Increases odds of stunning with physical attacks by 5%.
Critical	Increases odds of scoring critical hits by 3%.
Sustained Critical	30% chance of scoring critical hits during Over Limit.
Critical Damage	Increases critical hit damage to 150%.
Gentleman's Creed	For each female character on the battlefield, Strength, Vitality, Intelligence, Psyche, Agility, and Dexterity are boosted by 5%.
Disorienting Strike	Increases enemy stagger time by 25% when using normal attacks.
Attack Conversion	Reduces Artes Attack by 25% and boosts Physical Attack by 25%.



Alvin Vint Svent

Recommended Combos

Knock Your Foe Down So Alvin Can Charge Up

Step 1: ↓ + ✕, Step 2: Fierce Demon Fang, Step 3: Charge, Step 4: ↑ + ✕

This combo requires a charge to perform, but replenishes the charge before it ends. Start by performing two-hit ↓ + ✕ attacks and, when you run low on AC, knock your foe down with a Fierce Demon Fang. After executing that, make sure to hold down ● to replenish your charge. Once charged, prop the enemy back up with a ↑ + ✕ attack and repeat the combo for additional damage.

Use Gun Artes to Close the Weapon-Separation Gap

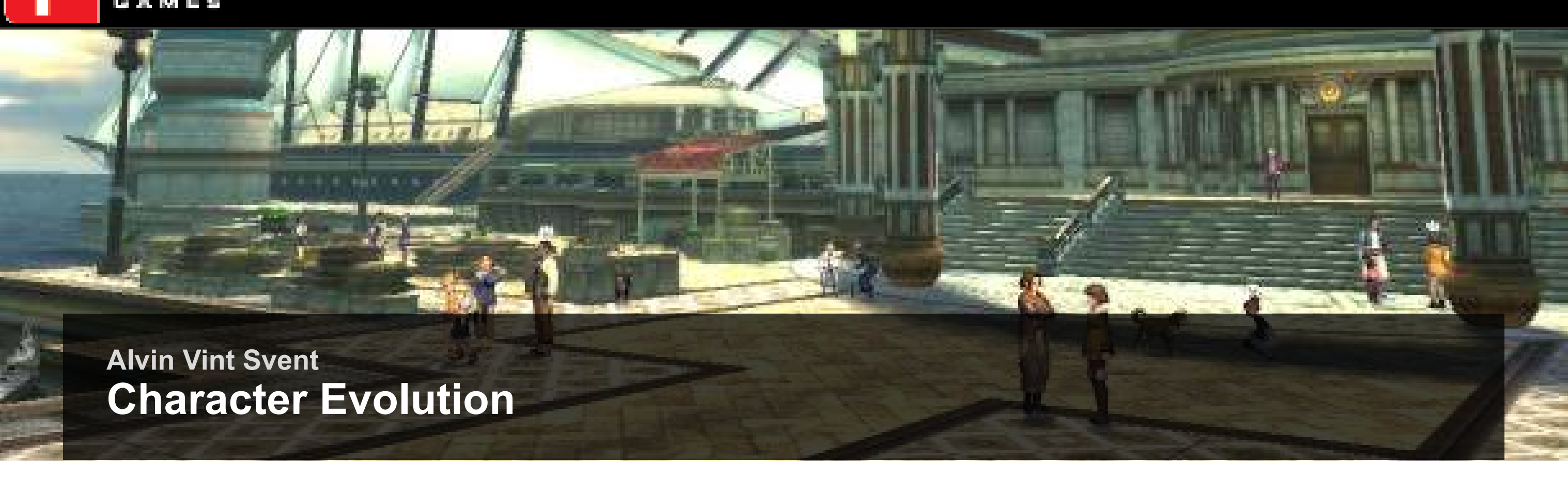
Step 1: Charge, Step 2: ↓ + ✕, Step 3: Any Charged Arte, Step 4: Arc Fire, Step 5: Back-Step

After using a charged arte in a combo, if Alvin has expended his final charge, he'll be left dangerously open to attack as he separates his weapons. To avoid this, immediately use the Arc Fire arte after completing a combo that involved a charged arte. That will close the usual window of vulnerability, and if you add in a back-step, the enemy will have little hope of retaliation.

Use Charged Blow to Recharge Mid-Combo

Step 1: Charged Blow, Step 2: Fierce Demon Fang, Step 3: ↑ + ✕, Step 4: Charged Blow, Step 5: Dragon Salvo

This combo is centered around the Charged Blow arte, which allows Alvin to charge as part of a combo. Start by attacking with Charged Blow to put Alvin into a charged state, then unleash a charged Fierce Demon Fang to knock your foe down. Immediately force the target back up with a ↑ + ✕ attack, then perform another Charged Blow before finishing the combo with a devastating Dragon Salvo. If you have any AC left, use Arc Fire to safely separate your weapons.



Alvin Vint Svent

Character Evolution

Hone Alvin's Offensive Strength

To raise Alvin's Physical Attack stat, grab skills like Strength and Attack Conversion as quickly as possible. Next, focus on skills that further boost his damage or increase his odds of scoring critical hits. Add in skills that augment his Charge ability to make his strikes utterly devastating to your foes.

Suggested Growth Plan

Development chart

Learn Artes of Each Damage Type

Alvin only knows three artes when he joins the party, so expanding his repertoire to include artes of each damage type is your first priority. Pick up the Strength skill along the way.

Tornado Drive
Sonic Thrust
Demon Whip
Variable Trigger
Punishing Shot
Terra Rupture

Focus on Charging-Related Skills

At first, Alvin is only able to hold a single charge, so increasing his capacity with the Charge Plus skill should be your next priority. Afterwards, pick up other skills that strengthen his Charge ability.

Blunt Force
Critical
Charge Breaker
Charge Plus
Mind Charge
Disorienting Strike

Improve Alvin's Combat Performance

While learning Charge Plus 2 to further increase Alvin's charging capacity, continue to prioritize skills that increase his critical hit rate. Make sure you don't miss Attack Conversion, which will dramatically increase his Physical Attack.

Critical Damage
Sustained Critical
Attack Conversion
Charge Plus 2

Learn Speed Charge as Soon as Possible

Your top priority at this point is the Speed Charge skill, which reduces the amount of time required to charge. While you're at it, pick up the final handful of Charge skills to achieve Alvin's ultimate battlefield potential.

Charge Plus 3
Speed Charge
Charge Breaker 2
Charge Armor

Allium Orbs - Skills and Artes

Points	Light	Light -Earth	Earth	Earth -Water
15	—	—	—	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	Terra Rupture	—
160	—	Guardian Field Lv.1	—	—
230	Tornado Drive	—	—	—
310	Tiger Blade Lv.1	Level Restore	—	—
400	Life Up	—	Terra Rupture Lv.1	—
500	—	—	—	—
610	Stamina	Life Reversal	—	—
730	Over Extension 2	—	Terra Rupture Lv.2	—
870	Intelligence 2	—	Dexterity 2	—
1030	HP Gain 2	—	—	—
1210	—	Guardian Field Lv.2	—	Squall Shot
1410	Tornado Drive Lv.1	—	Disorienting Strike	—
1630	Over Extension	—	—	All Guard
1880	Over Extension 3	—	Terra Rupture Lv.3	—
2160	Stamina 2	Guardian Field Lv.3	—	Charge Breaker
2470	—	—	Flash Guard	—
2810	Tiger Blade Lv.2	—	—	Squall Shot Lv.1
3180	—	—	Terra Rupture Lv.4	—
3590	HP Surge	—	Trap Shot	—
4040	Tornado Drive Lv.2	Guardian Field Lv.4	—	Squall Shot Lv.2
4530	—	—	TP Restoration Guard	—
5060	Tiger Blade Lv.3	—	—	Charge Breaker 2
5630	Tornado Drive Lv.3	Support Shift	—	Speed Charge
6250	Heal Share Plus	—	Trap Shot Lv.1	—
6920	—	—	Perfect Guard	—
7640	Tiger Blade Lv.4	Legacy	—	Squall Shot Lv.3
8410	—	—	Trap Shot Lv.2	—
9230	HP Surge 2	—	—	—
10110	—	Legacy Lv.1	—	Squall Shot Lv.4
11050	—	—	Trap Shot Lv.3	—
12050	—	Legacy Lv.2	—	—
13110	Tornado Drive Lv.4	—	Trap Shot Lv.4	—
14230	—	Legacy Lv.3	—	—
15420	—	—	—	—
16680	—	Legacy Lv.4	—	—

Points	Water	Water -Dark	Dark	Dark -Wind
15	—	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	Demon Fang Lv.1	—	TP Gain	—
160	—	—	—	Charge Plus
230	Hidden Target	—	Demon Whip	—
310	Demon Fang Lv.2	Mind Charge	—	—
400	—	—	Mind Up	Critical
500	TP Combo Support	—	Homing Shot	—
610	—	—	Spirit	—
730	Charged Blow	—	Demon Whip Lv.1	—
870	Vitality 2	—	Psyche 2	—
1030	Demon Fang Lv.3	—	TP Gain 2	—
1210	—	Natural Recovery	—	—
1410	Demon Fang Lv.4	—	Homing Shot Lv.1	Charge Plus 2
1630	—	—	Demon Whip Lv.2	—
1880	—	Mind Charge 2	—	Extended Window
2160	Charged Blow Lv.1	—	Spirit 2	—
2470	Moonlight Cleft	—	Combo Siphon	—
2810	—	Pulse Shot	—	Cross Cleave
3180	Moonlight Cleft Lv.1	—	Homing Shot Lv.2	—
3590	Hidden Target 2	—	TP Surge	—
4040	—	Pulse Shot Lv.1	—	—
4530	Moonlight Cleft Lv.2	—	Demon Whip Lv.3	Charge Plus 3
5060	Defense Conversion	—	Homing Shot Lv.3	—
5630	—	Survive	—	Cross Cleave Lv.1
6250	Charged Blow Lv.2	—	Demon Whip Lv.4	—
6920	Moonlight Cleft Lv.3	—	Mind Share Plus	—
7640	—	Pulse Shot Lv.2	—	Cross Cleave Lv.2
8410	Moonlight Cleft Lv.4	—	—	—
9230	Damage Control	—	TP Surge 2	—
10110	Charged Blow Lv.3	Pulse Shot Lv.3	—	Cross Cleave Lv.3
11050	—	—	Homing Shot Lv.4	—
12050	Charged Blow Lv.4	—	—	Cross Cleave Lv.4
13110	—	Pulse Shot Lv.4	—	—
14230	—	—	—	—
15420	—	—	—	—
16680	—	—	—	—

Points	Wind	Wind -Fire	Fire	Fire -Light
15	—	—	—	—
50	Agility	—	Strength	—
100	Sonic Thrust	—	Variable Trigger	—
160	—	—	—	—
230	Punishing Shot	—	Fury Stoke	—
310	Jump Cancel	Momentary Gain	—	Blunt Force
400	—	—	Variable Trigger Lv.1	—
500	Sonic Thrust Lv.1	—	Demon Inferno	—
610	—	—	—	—
730	Punishing Shot Lv.1	—	Mirage Step	—
870	Agility 2	—	Strength 2	—
1030	Sonic Thrust Lv.2	—	Variable Trigger Lv.2	—
1210	Safety Net	—	—	Arc Fire
1410	—	Medicinal Meditation	—	—
1630	Sonic Thrust Lv.3	—	—	Critical Damage
1880	—	—	Fire Guard	—
2160	Dragon Swarm	—	—	Arc Fire Lv.1
2470	—	Sustained Critical	Demon Inferno Lv.1	—
2810	—	—	Attack Conversion	—
3180	Punishing Shot Lv.2	Momentary Gain 2	—	Arc Fire Lv.2
3590	—	—	Fury Stoke 2	—
4040	—	Dark Radiance	Variable Trigger Lv.3	—
4530	Dragon Swarm Lv.1	—	—	Linked Action
5060	Sonic Thrust Lv.4	—	Demon Inferno Lv.2	—
5630	—	Dark Radiance Lv.1	—	Arc Fire Lv.3
6250	Punishing Shot Lv.3	—	Boilermaker	—
6920	Dragon Swarm Lv.2	—	Strength 3	Hell Fryer
7640	—	Dark Radiance Lv.2	Demon Inferno Lv.3	—
8410	Punishing Shot Lv.4	—	Boilermaker Lv.1	Arc Fire Lv.4
9230	Alternate Dash	—	Variable Trigger Lv.4	—
10110	—	Dark Radiance Lv.3	Demon Inferno Lv.4	Hell Fryer Lv.1
11050	Dragon Swarm Lv.3	Charge Armor	Boilermaker Lv.2	—
12050	—	—	—	Hell Fryer Lv.2
13110	Dragon Swarm Lv.4	—	Boilermaker Lv.3	—
14230	—	Dark Radiance Lv.4	—	Hell Fryer Lv.3
15420	—	—	Boilermaker Lv.4	—
16680	—	—	—	Hell Fryer Lv.4

Milla Maxwell

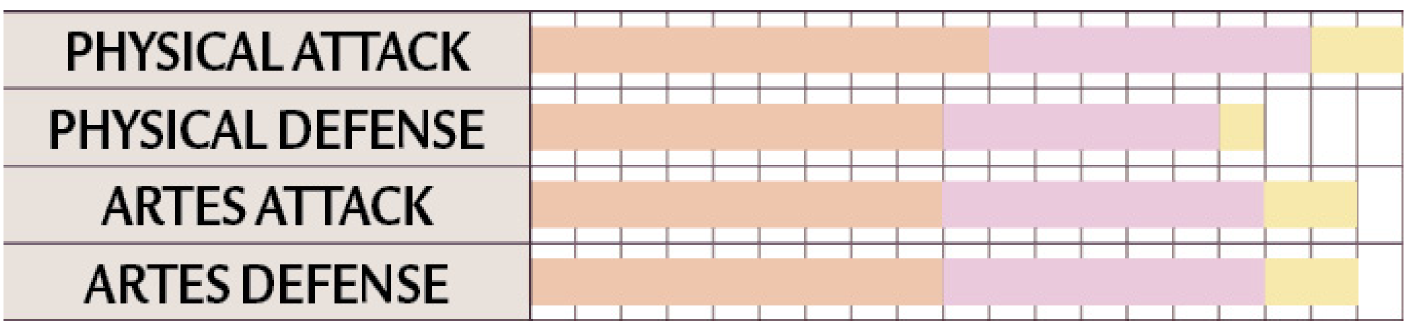
Overview: Intelligent and Well-Balanced

Milla enjoys high Intelligence, above average scores in every other stat, and no significant weaknesses. Since she has no stand-out attributes, players can arrange her armor and accessories to suit their preferences, such as using circlets for headgear when they want to raise her Physical Defense.

Stats

Stat	Lv.1	Lv.50	Lv.100	Lv.200	Rank
HP	400	2507	4657	8957	B
TP	110	208	308	508	B
Strength	45	486	936	1836	A
Vitality	39	382	732	1432	C
Intelligence	53	494	944	1844	A
Psyche	49	392	742	1442	C
Agility	45	461	886	1736	B
Dexterity	45	412	787	1537	C

Stat Balance (▨ Stats ▨ Equipment ▨ Skills)



Equippable Armaments

WEAPON	Swords	ARMOR	Coats
HEADGEAR	Circlets Ribbons		

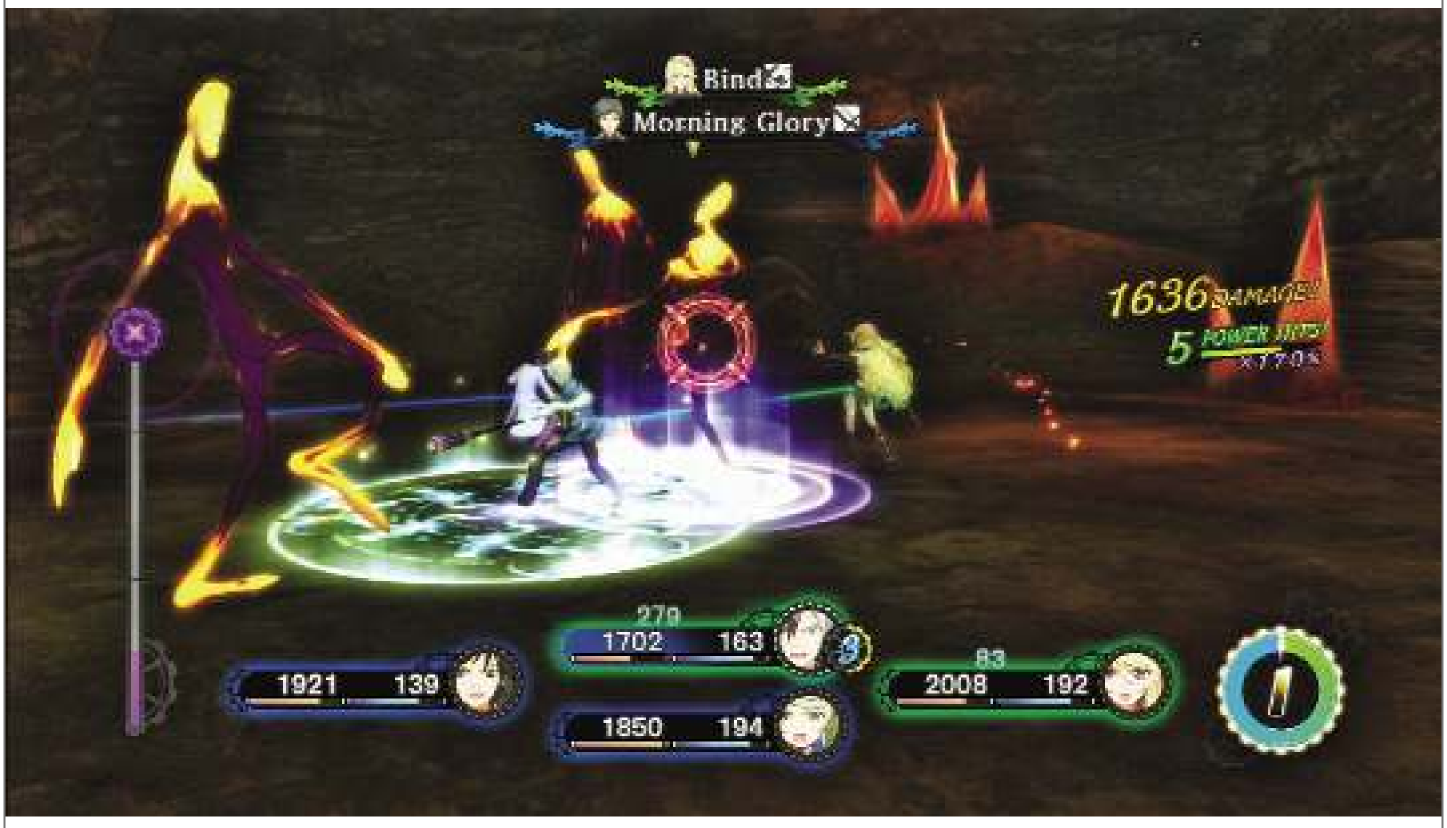
Partner Skill: Bind

Temporarily Restrain Your Foe

When Milla is your partner, her Bind support ability has a chance of triggering whenever you attack your flanked foe. When it triggers, the foe will be temporarily immobilized, providing an opportunity for you to deal heavy damage with consecutive attacks. Milla will always Bind a foe if it's stunned, so switching your partner to Milla once you've stunned a foe can be an effective strategy, as it will keep the target immobilized for even longer.

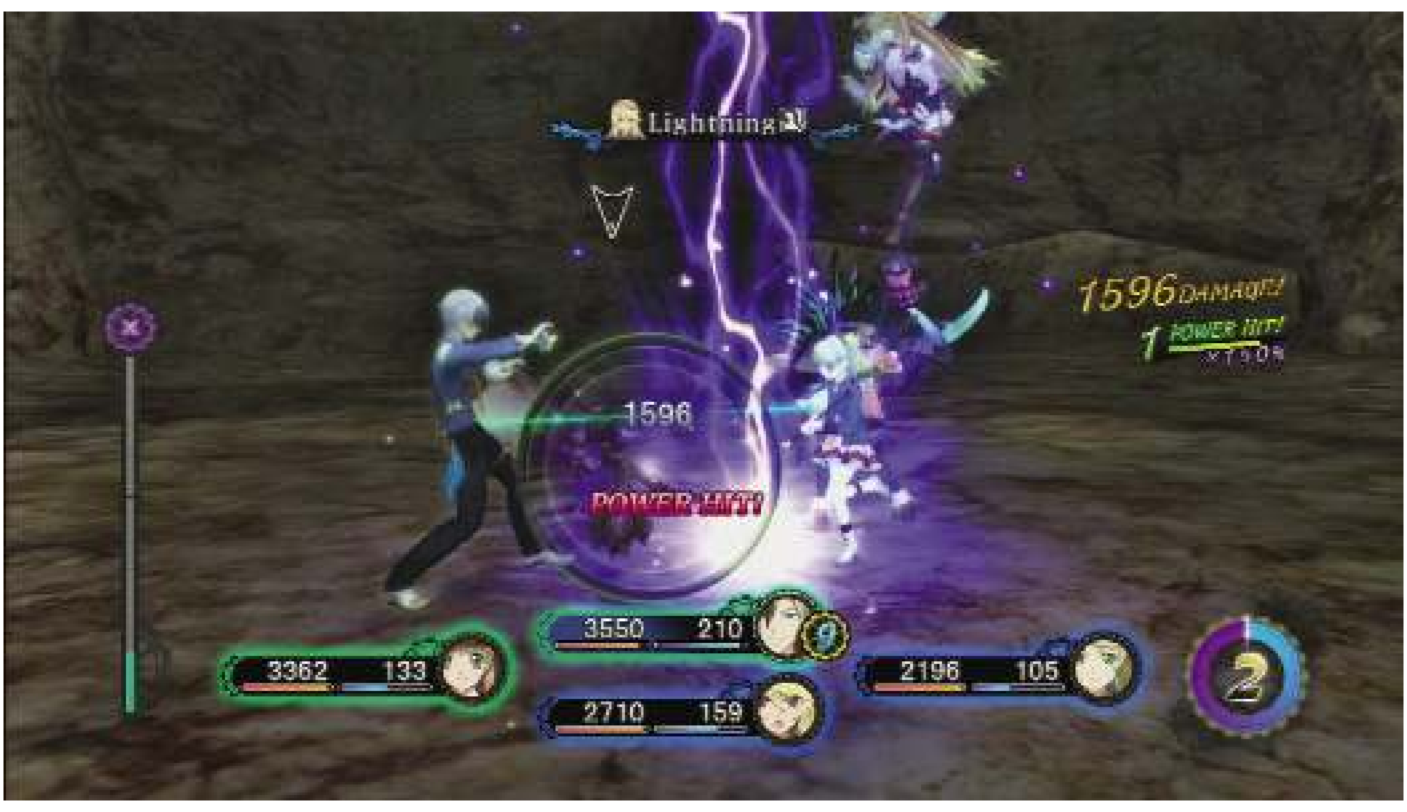
Bind Properties

- When her partner is attacking a foe that the partner is flanking with Milla, there is a 2% chance Bind will trigger, immobilizing the foe for 2 seconds.
- If the enemy is Speed-type, the odds of Bind triggering increase to 20%.
- Stunned foes will always be bound, and are immobilized for 4 seconds.
- While performing Bind, Milla can take no action outside of participating in Linked Artes. If she's attacked during the process, the Bind will fail.
- When the Support Shift skill is active, Bind lasts half as long, but an ailment corresponding to the foe's weakness is applied.
- Milla can Bind bosses, although the odds of success are low.



When using Support Shift, the guaranteed ailment is a useful bonus.

As Skilled a Fighter in Air as on Land



Milla's attacks are generally quick and, if you select the right artes for the situation, she can be an effective combatant at any range. Another of her strengths are the skills that augment her mobility in mid-air. For example, the skill Aerial Dash allows her to perform mid-air front-steps. She's a perfectly potent fighter on solid ground, but those who master her aerial techniques will be able to draw out even more of her potential.

Key Attributes

- Diverse assortment of artes make her effective at any range.
- Can learn numerous skills that allow her to perform various actions in mid-air.
- Can use special versions of regular attacks while linked with certain characters.

Executing combos in mid-air keeps you safer from interference from other foes.

Special Ability—Spirit-Shift

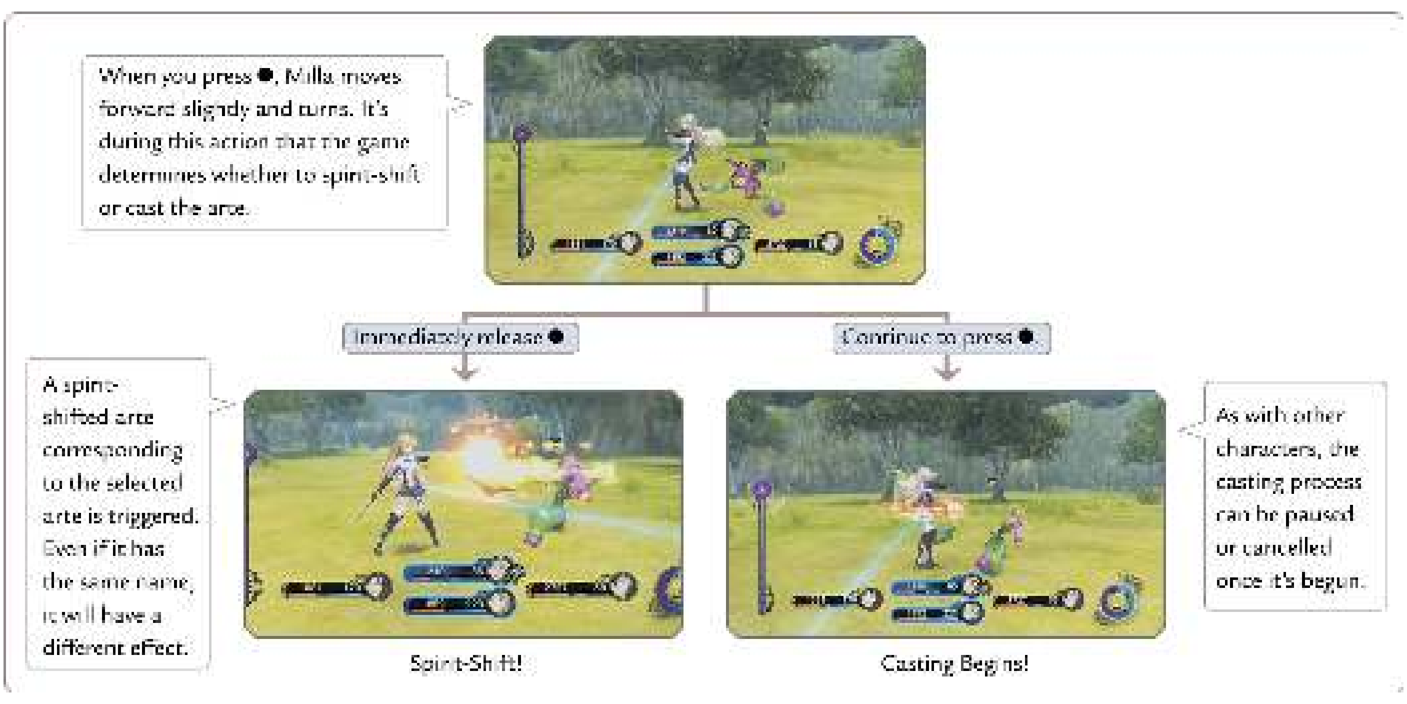
Artes Change Based on Length of ● Press

If you tap ● quickly when triggering one of Milla's spirit artes, it becomes a spirit-shifted arte that requires no casting time. Each arte has its own spirit-shifted version, although the amount of TP consumed won't change and it will be tallied in the usage count of the original arte. (The spirit-shifts of intermediate and advanced versions of some artes may have the same name, but the advanced version is more powerful.) The option to spirit-shift an arte instead of casting it opens up a variety of new combat strategies. To learn which artes correspond to which spirit-shifted artes, check the artes descriptions in the menu screen.

Spirit-Shift-Related Skills

Skill	Effect when Active
Aerial Spell	Milla is able to cast artes in mid-air, but it isn't possible to spirit-shift them.
Free Shift	When Milla chains a cast arte into a spirit-shifted arte, the spirit-shifted arte consumes no TP.
Stable Shift	When Milla chains a spirit-shifted arte into a cast arte, she won't get staggered if attacked while casting it.
Conservative Shift	TP costs of spirit-shifted artes are reduced by 50%. (However, you still must have enough TP to cover the full cost.)

Steps to Casting or Spirit-Shifting an Arte



When you press ●, Milla moves forward slightly and turns. It's during this action that the game determines whether to spirit-shift or cast the arte.

Immediately release ●

Continue to press ●

A spirit-shifted arte corresponding to the selected arte is triggered. Even if it has the same name, it will have a different effect.

Spirit-Shift!

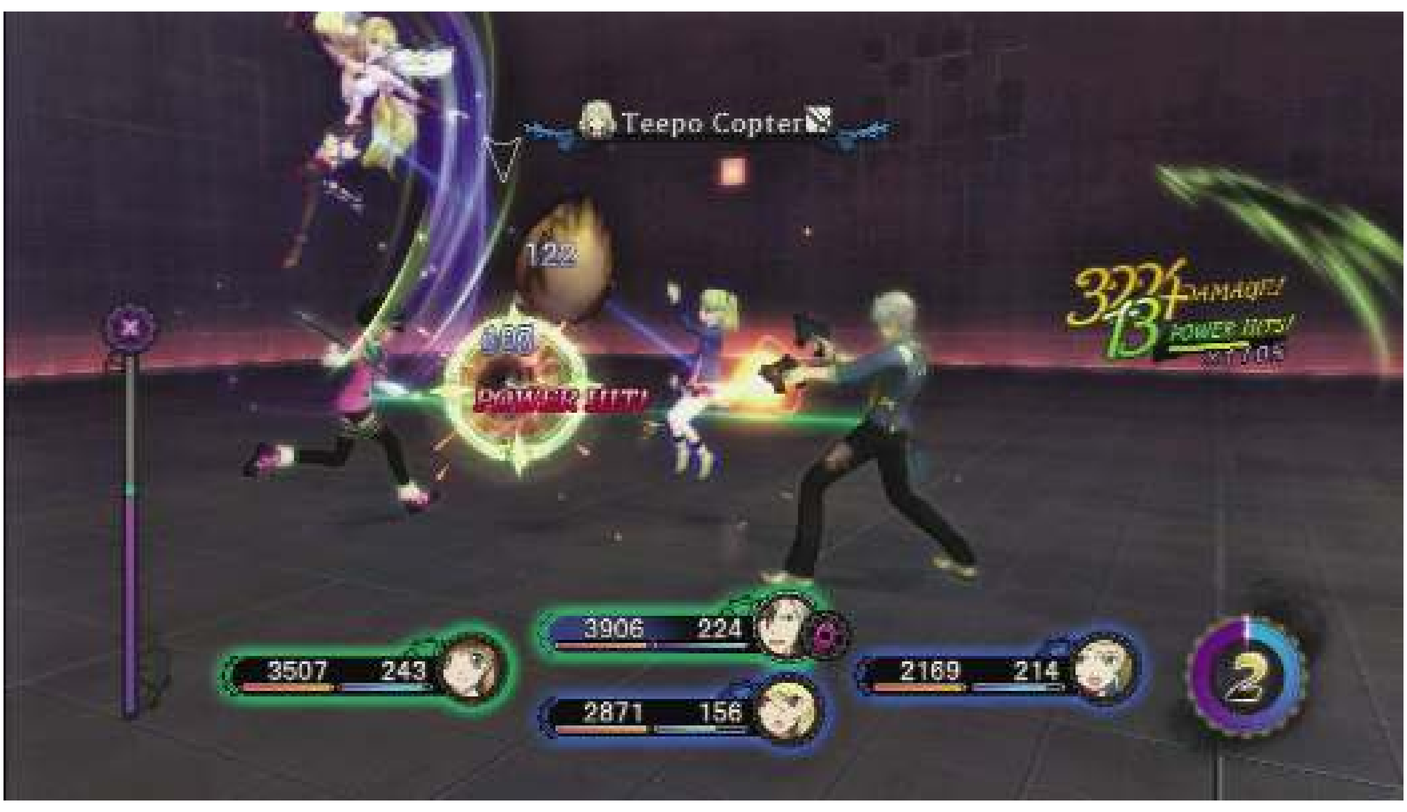
As with other characters, the casting process can be paused or cancelled once it's begun.

Casting Begins!

Normal Attacks

Strike with Quick Movements

Many of Milla's regular attacks can be performed quickly, and the first stage of her ⇩ + ✕ attack is particularly easy to use. In addition to hitting twice, it hits in every direction, making it a great combo starter when battling at melee range. Note that if you have the skill Magic Stance active, Milla's normal attacks change—this one increases in range, allowing it to be used as an opening strike even at mid-range.



When trying to perform a mid-air combo, the second stage of Milla's ⇧ + ✕ attack is a great opening strike.

Milla Maxwell

Artes

A Wide Variety from Attacks to Healing Spells

Most of Milla's artes can be cast from either the ground or from mid-air. Which you choose could affect the power of the arte and how many times it hits, as well as the ease of landing a hit. For example, Sigil Spear hits directly to the sides when cast from the ground, but hits diagonally down when cast from the air. It's important to learn how to take advantage of these differences.

Most of Milla's artes have some sort of elemental damage type, so you can gain a significant advantage if you're diligent about setting and resetting her artes so that she only uses artes that exploit enemy weaknesses.

Physical Arte Undine

TP Cost	20	Casting Time	—	Learned From	Start

Power	200	# of Hits	1	Phys. to Magic Ratio	5:5	Iron Stance	4	Guard Break	4	HP Recovery	4
Properties	HP Recovery 20	Count	[100] Range extended, [200/400] Effect increased +2.5%, [1000] Ailment recover							Gauge	10

Physical Arte Shimmer Spin

TP Cost	6	Casting Time	—	Learned From	Start

Power	200	# of Hits	2	Phys. to Magic Ratio	6:4	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Juggle	Count	[100/400] Range extended							Gauge	10

Physical Arte Sigil Spear

TP Cost	7	Casting Time	—	Learned From	Light 160

Power	213	# of Hits	5	Phys. to Magic Ratio	6:4	Iron Stance	20	Guard Break	20	HP Recovery	20
Properties	Juggle (Mid-air)	Count	[100] Speed up, [400] Additional hits (+2)							Gauge	8

Physical Arte Condemnation

TP Cost	8	Casting Time	—	Learned From	Fire 310

Power	300	# of Hits	4	Phys. to Magic Ratio	6:4	Iron Stance	16	Guard Break	16	HP Recovery	16
Properties	—	Count	[100] Guard break capability up, [200] Speed up							Gauge	13

Physical Arte Mystic Wheel

TP Cost	8	Casting Time	—	Learned From	Water 160

Power	300	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	12	Guard Break	12	HP Recovery	12
Properties	—	Count	[100] Spin enemy, [200] Iron Stance just after triggered arte							Gauge	10

Physical Arte Death Knell

TP Cost	12	Casting Time	—	Learned From	Dark 1630

Power	400	# of Hits	2	Phys. to Magic Ratio	6:4	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Knockdown	Count	[200] Speed up, [400] Range extended							Gauge	15

Physical Arte Blade Torrent

TP Cost	14	Casting Time	—	Learned From	Fire-Light 1410

Power	500	# of Hits	5	Phys. to Magic Ratio	6:4	Iron Stance	20	Guard Break	20	HP Recovery	20
Properties	Knockdown	Count	[100] Speed up, [200] Range extended							Gauge	10

Physical Arte Z-Slasher

TP Cost	16	Casting Time	—	Learned From	Earth-Water 1410

Power	600	# of Hits	3	Phys. to Magic Ratio	10:0	Iron Stance	12	Guard Break	12	HP Recovery	12
Properties	Pass-Through	Count	[100] Invincible while translucent, [200] Speed up							Gauge	15

Physical Arte Binding Sphere

TP Cost	19	Casting Time	—	Learned From	Dark 2810

Power	408	# of Hits	4	Phys. to Magic Ratio	6:4	Iron Stance	16	Guard Break	16	HP Recovery	16
Properties	Pull-in/Knockdown	Count	[100] Draw in enemy, [200] Additional hits (+2)							Gauge	10

Physical Arte Whirling Assault

TP Cost	21	Casting Time	—	Learned From	Water 1210

Power	750	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	20	Guard Break	20	HP Recovery	20
Properties	—	Count	[200] Speed up							Gauge	10

Physical Arte Gnome

TP Cost	48	Casting Time	—	Learned From	Start

Power	1200	# of Hits	6	Phys. to Magic Ratio	10:0	Iron Stance	24	Guard Break	60	HP Recovery	18
Properties	Reverse Enemy/Prop Up	Count	[100] Iron Stance break capability up, [200] Power up/Ailment probability up							Gauge	11

Physical Arte Efreet

TP Cost	51	Casting Time	—	Learned From	Start

Power	1000	# of Hits	8	Phys. to Magic Ratio	8:2	Iron Stance	22	Guard Break	32	HP Recovery	32
Properties	Juggle/Prop Up	Count	[100] Guard break capability up, [200] Cancel step available after flare attack							Gauge	10

Physical Arte Sylph

TP Cost	51	Casting Time	—	Learned From	Start

Power	1000	# of Hits	6	Phys. to Magic Ratio	7:3	Iron Stance	24	Guard Break	6	HP Recovery	18
Properties	Rotate Enemy	Count	[100] Lift up enemy, [200] Additional hit (+4)							Gauge	6

Physical Arte Undine II

TP Cost	49	Casting Time	—	Learned From	Arte Tome

Power	1320	# of Hits	11	Phys. to Magic Ratio	5:5	Iron Stance	44	Guard Break	11	HP Recovery	33
Properties	Juggle/Prop Up	Count	[100] Additonal HP recover effect (HP +5%), [200] Ailment probability up							Gauge	11

Physical Arte Sylph II

TP Cost	54	Casting Time	—	Learned From	Arte Tome

Power	1418	# of Hits	6	Phys. to Magic Ratio	3:7	Iron Stance	24	Guard Break	24	HP Recovery	24
Properties	Juggle/Prop Up	Count	[400] Additional hit (+1), [1000] Additional hit (+1)							Gauge	6

Physical Arte Gnome II

TP Cost	72	Casting Time	—	Learned From	Arte Tome

Power	1800	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	20	Guard Break	100	HP Recovery	10
Properties	Knockdown/Reverse Enemy	Count	[100] Aerial trigger available							Gauge	5

Physical Arte Efreet II

TP Cost	60	Casting Time	—	Learned From	Arte Tome

Power	1210	# of Hits	8	Phys. to Magic Ratio	8:2	Iron Stance	32	Guard Break	32	HP Recovery	48
Properties	Prop Up/Juggle/Knockdown	Count	[200] Ailment probability up							Gauge	14

Physical Arte Elemental Shot

TP Cost	45	Casting Time	—	Learned From	Milla Joins

Power	1212	# of Hits	5	Phys. to Magic Ratio	5:5	Iron Stance	20	Guard Break	20	HP Recovery	20
Properties	—	Count	[200/400] Ailment probability up							Gauge	10

Mystery Cloud Pierce

TP Cost	42	Casting Time	—	Learned From	Dark-Wind 3590

Power	750	# of Hits	5	Phys. to Magic Ratio	10:0	Iron Stance	40	Guard Break	20	HP Recovery	50
Properties	Juggle/Critical Rate for 1 (Hit +30%)	Count	[100] Iron Stance while rising into air, [200] Toss enemy in mid-air							Gauge	10

Mystery Overdrive

TP Cost	42	Casting Time	—	Learned From	Earth-Water 5060

Power	750	# of Hits	8	Phys. to Magic Ratio	10:0	Iron Stance	48	Guard Break	32	HP Recovery	80
Properties	Knockdown/Unstaggerable	Count	[100] Iron Stance break pt up							Gauge	16

Mid Arte Fireball

TP Cost	8	Casting Time	1 Sec.	Learned From	Start

Power	300	# of Hits	1	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	—	Count	—							Gauge	10

Magic Arte Flare Bomb (Basic)

TP Cost	8	Casting Time	—	Learned From	Start

Power	300	# of Hits	2	Phys. to Magic Ratio	6:4	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Knockdown	Count	[200] Movement Speed Up							Gauge	10

Mid Arte Rock Trine

TP Cost	8	Casting Time	1 Sec.	Learned From	Earth 500

Power	306	# of Hits	3	Phys. to Magic Ratio	0:10	Iron Stance	21	Guard Break	—	HP Recovery	21
Properties	—	Count	—							Gauge	11

Magic Arte Grave

TP Cost	8	Casting Time	—	Learned From	Earth 500

Power	360	# of Hits	2	Phys. to Magic Ratio	7:3	Iron Stance	8	Guard Break	44	HP Recovery	8
Properties	Juggle/Prop Up	Count	[200] +1 Hit (Power +120), [400] +1 Hit (Power +210)							Gauge	10

Mid Arte Wind Lance

TP Cost	8	Casting Time	1 Sec.	Learned From	Start

Power	300	# of Hits	1	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	—	Count	—							Gauge	10

Magic Arte Wind Blade (Basic)

TP Cost	8	Casting Time	—	Learned From	Start

Power	360	# of Hits	2	Phys. to Magic Ratio	7:3	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Juggle	Count	[400] Prop Up							Gauge	10

Mid Arte Splash

TP Cost	11	Casting Time	1 Sec.	Learned From	Water-Dark 610

Power	740	# of Hits	6	Phys. to Magic Ratio	0:10	Iron Stance	30	Guard Break	—	HP Recovery	30
Properties	—	Count	—							Gauge	12

Magic Arte Aqua Protection

TP Cost	11	Casting Time	—	Learned From	Water-Dark 610

Power	1200	# of Hits	6	Phys. to Magic Ratio	0:10	Iron Stance	30	Guard Break	—	HP Recovery	30
Properties	—	Count	—							Gauge	24

Mid Arte Bolt Strike

TP Cost	11	Casting Time	2 Sec.	Learned From	Wind-Fire 1210

Power	1200	# of Hits	6	Phys. to Magic Ratio	0:10	Iron Stance	30	Guard Break	—	HP Recovery	30
Properties	—	Count	—							Gauge	24

Magic Arte Lightning (Intermediate)

TP Cost	11	Casting Time	—	Learned From	Wind-Fire 1210

Power	360	# of Hits	2	Phys. to Magic Ratio	4:6	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	—	Count	[200] +1 Hit (Power +240), [400] +1 Hit (Power +160)							Gauge	6

Mid Arte Arrivederci

TP Cost	12	Casting Time	2 Sec.	Learned From	Wind 500

Power	450	# of Hits	4	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	Juggle/Knockdown	Count	—							Gauge	10

Magic Arte Wind Blade (Intermediate)

TP Cost	12	Casting Time	—	Learned From	Wind 500

Power	585	# of Hits	4	Phys. to Magic Ratio	7:3	Iron Stance	16	Guard Break	16	HP Recovery	16
Properties	Juggle	Count	[400] Prop Up							Gauge	12

Mid Arte Flame Ring

TP Cost	13	Casting Time	1 Sec.	Learned From	Fire 710

Power	630	# of Hits	7	Phys. to Magic Ratio	0:10	Iron Stance	35	Guard Break	—	HP Recovery	35
Properties	—	Count	—							Gauge	14

Magic Arte Flare Bomb (Intermediate)

TP Cost	13	Casting Time	—	Learned From	Fire 710

Power	600	# of Hits	2	Phys. to Magic Ratio	6:4	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Knockdown	Count	[200] Movement Speed Up							Gauge	10

Advance Arte Divine Streak

TP Cost	24	Casting Time	3 Sec.	Learned From	Light 1210

Power	900	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	—	Count	—							Gauge	10

Magic Arte Radiant Rondo (Intermediate

TP Cost	24	Casting Time	—	Learned From	Light 1210

Power	900	# of Hits	2	Phys. to Magic Ratio	7:3	Iron Stance	8	Guard Break	8	HP Recovery	8
Properties	Pass-Through	Count	[200] Ailment Points +8, [400] Ailment Points +16							Gauge	10

Advance Arte Thunder Blade

TP Cost	40	Casting Time	2.5 Sec.	Learned From	Wind-Fire 1880

Power	1920	# of Hits	7	Phys. to Magic Ratio	0:10	Iron Stance	21	Guard Break	—	HP Recovery	42
Properties	—	Count	—							Gauge	20

Magic Arte Lightning (Advanced)

TP Cost	40	Casting Time	—	Learned From	Wind-Fire 1880

Power	1040	# of Hits	4	Phys. to Magic Ratio	6:4	Iron Stance	16	Guard Break	16	HP Recovery	16
Properties	—	Count	[200] +1 Hit (Power +640)							Gauge	10

Advance Arte Sunburst

TP Cost	50	Casting Time	3 Sec.	Learned From	Fire-Light 3180

Power	1500	# of Hits	4	Phys. to Magic Ratio	0:10	Iron Stance	40	Guard Break	—	HP Recovery	40
Properties	—	Count	—							Gauge	10

Magic Arte Flare Bomb (Advanced)

TP Cost	50	Casting Time	—	Learned From	Fire-Light 3180

Power	1050	# of Hits	8	Phys. to Magic Ratio	6:4	Iron Stance	32	Guard Break	32	HP Recovery	32
Properties	Knockdown	Count	[200] Movement Speed Up							Gauge	8

Advance Arte Cyclone

TP Cost	50	Casting Time	3 Sec.	Learned From	Dark-Wind 2810

Power	1500	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	20
Properties	Juggle/Knockdown	Count	—							Gauge	10

Magic Arte Wind Blade (Advanced)

TP Cost	50	Casting Time	—	Learned From	Dark-Wind 2810

Power	1125	# of Hits	5	Phys. to Magic Ratio	7:3	Iron Stance	20	Guard Break	20	HP Recovery	20
Properties	Juggle/Knockdown	Count	[400] Prop Up							Gauge	16

Advance Arte Shining Prism

TP Cost	55	Casting Time	3 Sec.	Learned From	Light 2470

Power	1632	# of Hits	7	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	40
Properties	Juggle/Knockdown	Count	—							Gauge	16

Magic Arte Radiant Rondo (Advanced)

TP Cost	55	Casting Time	—	Learned From	Light 2470

Power	800	# of Hits	4	Phys. to Magic Ratio	7:3	Iron Stance	16	Guard Break	16	HP Recovery	16
Properties	Pass-Through/Juggle	Count	[200] Ailment Points +8, [400] Ailment Points +16							Gauge	10

Magic Arte Luminous Chamber

TP Cost	60	Casting Time	—	Learned From	Light-Earth 3590

Power	1200	# of Hits	10	Phys. to Magic Ratio	0:10	Iron Stance	20	Guard Break	—	HP Recovery	40
Properties	Juggle/Knockdown	Count	—							Gauge	19

Magic Arte Forcefield

TP Cost	60	Casting Time	—	Learned From	Light-Earth 3590

Power	1200	# of Hits	5	Phys. to Magic Ratio	6:4	Iron Stance	40	Guard Break	20	HP Recovery	50
Properties	Knockdown/No Damage Reduction vs. Knockdown (Only on 5th Hit)	Count	[200] Invincble up to 4 Hits							Gauge	10

Mystic Arte Elemental Mastery

TP Cost	0	Casting Time	—	Learned From	Skill Special

Power	9180	# of Hits	15	Phys. to Magic Ratio	7:3	Iron Stance	—	Guard Break	—	HP Recovery	—
Properties	Accuracy/Knockdown	Count	—							Gauge	0

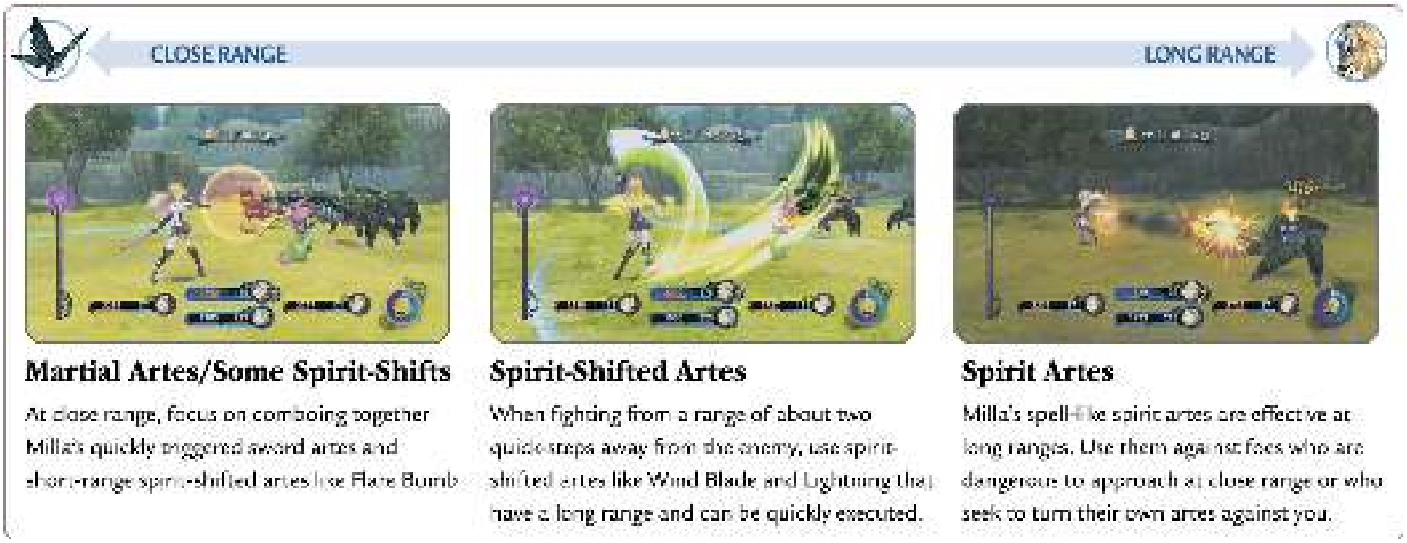
Milla Maxwell

Tactics

Match Your Artes to Your Chosen Combat Range

With Milla's wide variety of artes, spirit artes, and spirit-shifts, she can fight effectively at any position in the battlefield, from the front lines to the back row. Let your current party roster determine what role Milla should take. For example, if Jude is in the party, she should support him with long-range magical artes from the rear. But if Milla is fighting alongside Elize and Rowen, she should engage the enemy at close range, using her sword-focused artes to keep them at bay.

Preferred Artes Based on Range



Martial Artes/Some Spirit-Shifts

At close range, focus on comboing together Milla's quickly triggered sword artes and short-range spirit-shifted artes like Flare Bomb

Spirit-Shifted Artes

When fighting from a range of about two quick-steps away from the enemy, use spirit-shifted artes like Wind Blade and Lightning that have a long range and can be quickly executed.

Spirit Artes

Milla's spell-like spirit artes are effective at long ranges. Use them against foes who are dangerous to approach at close range or who seek to turn their own artes against you.

Milla Maxwell

Use Aerial Skills to Strike from the Heavens

Certain skills will allow Milla to significantly increase the amount of actions she can take in mid-air, and by activating all of the following skills, you can make mid-air combat into her primary focus. Milla's artes can generally be executed more quickly in mid-air, and the Aerial Force skill can boost their damage as well. Aerial combat can be tricky until you get the hang of it, but it's one of the foundations of Milla's strength as a character, so it's well worth learning.

Aerial Combat Basics

Use Mid-Air Quick-Steps for Positioning

If there's an enemy below you after you finish a mid-air combo, use front- and back-steps to find a safer spot to return to earth.

Casting Mid-Air Artes with Aerial Spell

With the Aerial Jump skill active, you can reach twice the height of a normal jump. Casting artes from that position is a powerful strategy, as few enemies are capable of interfering.

Mid-Air Combat Skills

Skill	Effect When Active
Jump Cancel	You can cancel out of attacks by jumping.
Aerial Force	You deal 10% additional damage against mid-air foes.
Aerial Bind	When you attack a mid-air foe, your target is staggered for 25% longer.
Aerial Guard	You can guard in mid-air.
Aerial Jump	You can jump while in mid-air.
Aerial Jump 2	After performing an Aerial Jump, you can jump one additional time.
Aerial Backstep	You can perform back-steps in mid-air.
Aerial Dash	You can perform front-steps in mid-air.
Aerial Spell	You can cast spirit artes in mid-air (but you can't spirit-shift them).
Quick Drop	Press ⇩ while in mid-air to land instantly.
Safe Landing	Reduces recovery time when landing from a jump by 50%.
Aerial Armor	You won't get staggered when attacked in mid-air.

Skills Reward Chaining Artes and Spirit-Shifts Together

By activating certain skills, you can gain special effects by chaining artes and spirit-shifts together. The Free Shift skill reduces TP costs, while the Stable Shift skill prevents enemies from staggering you while casting spells. Using these skills will allow you to make more effective use of advanced artes with high TP costs and long casting times.

Example Arte/Spirit-Shift Chains

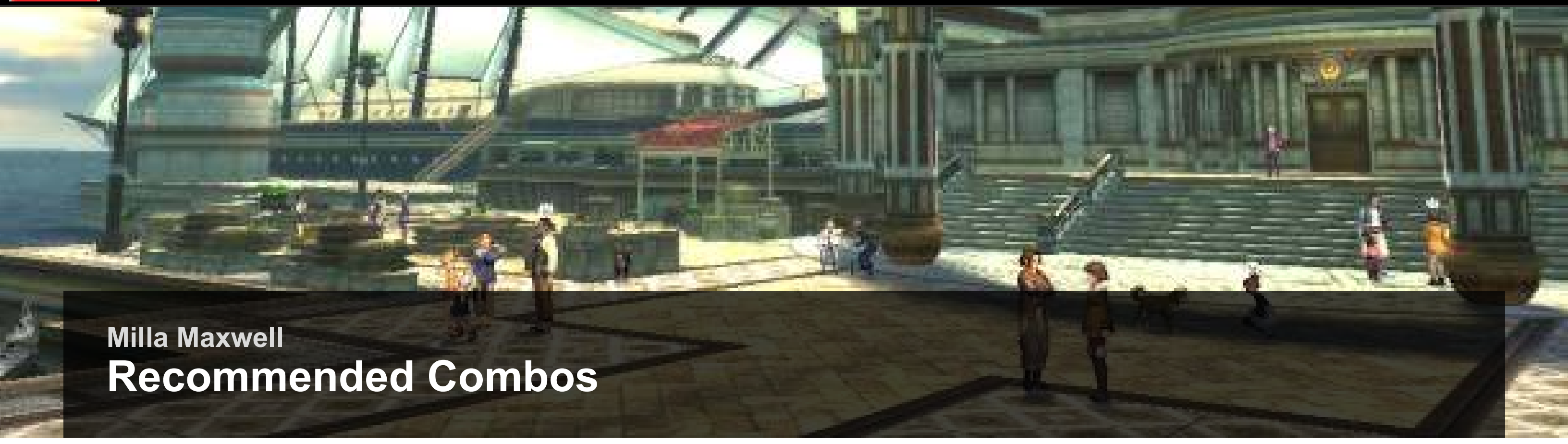
When launching an attack from long range, try chaining a magical arte with a long casting time into a spirit-shifted arte. When launching a close-range combo, chain quick spirit-shifted artes into magical artes.

Use the Jude Sync Skill to Reach Foes in a Flash

Milla's agility is merely average, which makes it difficult for her to reach and eliminate foes who cast powerful artes from a distant position. But the Jude Sync skill provides a solution: When it's active and Milla is linked with Jude, Milla will be able to use the same Snap Pivot ability as Jude. Doing so will allow her to evade enemy attacks while instantly closing the distance between herself and the foe.

Using Snap Pivot to Evade and Counter

Time a back-step for when your foe is launching an attack, and you'll evade its strike while instantly circling behind it. Then seize the opening to launch a combo for heavy damage.



Milla Maxwell

Recommended Combos

Knock Your Foe Down and Ready Your Next Attack

Step 1: ⇩ + ✕, Step 2: ⇩ + ✕, Step 3: ⇩ + ✕, Step 4: Flare Bomb, Step 5: Back-Step

This simple combo is invaluable early in the game. Use Milla's basic ⇩ + ✕ normal attack combo from its two-hit first stage to its third stage, then use Flare Bomb to knock your target down. One nice thing about this combo is that since the regular attacks hit four times, you'll recover around 2% of your max TP. After completing the combo, back-step away and attack another foe, or wait for your original target to get up so you can repeat the combo again.

Freeze Your Foe with Binding Sphere as You Strike

Step 1: ⇩ + ✕, Step 2: ⇩ + ✕, Step 3: ✕, Step 4: ✕, Step 5: Binding Sphere

This combo uses Binding Sphere to immobilize your foe while you recover AC. Begin by chaining together normal attacks or artes with quick recovery times, and finish your combo with Binding Sphere. By the time Binding Sphere scores its fourth hit, your AC should be fully recovered, allowing you to immediately attack and begin the combo anew.

Strike with a Mid-Air Combo of High-Speed Artes

Step 1: Radiant Rondo (Intermediate), Step 2: Shimmer Spin, Step 3: Radiant Rondo (Intermediate), Step 4: Condemnation

From a position about one quick-step away from your target, use Radiant Rondo to slip behind your opponent and begin attacking from mid-air. After passing through your target, use a Shimmer Spin to pull your opponent up into the air, and chain it into a second Radiant Rondo and a Condemnation. The magical symbol left by Condemnation will detonate a short time after the combo's end, knocking the foe down and setting it up for follow-up attacks.

A High-Speed Combo That Minimizes Enemy Interference

Step 1: Wind Blade (Intermediate), Step 2: Grave, Step 3: Whirling Assault, Step 4: Death Knell

The casting of Wind Blade ends with Milla in mid-air, which this combo exploits to good effect. While you're still up there, immediately cast Grave to attack as you fall back to earth. Chain that into the multi-hit Whirling Assault and Death Knell, which will knock your target down. The drastic movements involved in this combo are its greatest strength, as they make it difficult for your enemies to interfere.

A Combo That Makes Use of Milla's Variant Linked Attacks

Step 1: ⇩ + ✕ x2, Step 2: ⇩ + ✕, Step 3: ✕, Step 4: ✕ x2

Link with Jude and execute Milla's ⇩ + ✕ attack twice. Chain the second hit into a special ⇩ + ✕ attack that Milla can use with Jude. The first stage of the ✕ attacks that follow should knock your target high into the air. Follow the target up there and continue the combo with artes like Sigil Spear and Blade Torrent if you still have AC to spare.

Milla Maxwell

Character Evolution

Seek Elemental Artes and Aerial Skills

In the early part of the game, your top priority should be learning artes with as many different damage types as possible, so Milla will be effective against any enemy she encounters. After that, prioritize learning skills related to mid-air combat, so Milla can begin using mid-air combos. To strengthen those combos, also seek out Strength- and Intelligence-boosting skills that will improve her Physical and Artes Attack.

Suggested Growth Plan

Learn Attack Artes with Elemental Properties

Begin by learning lower-level artes like Splash and intermediate-level artes like Flame Ring to build a repertoire of attacks with different damage types. Milla joins the party with 500 points in every type, so this shouldn't take long.

	Flame Ring
	Bolt Strike
	Aerial Backstep
	Splash

Prioritizing Learning Aerial Skills

In order to make the most of artes that end with Milla in mid-air, focus on learning Aerial-type skills. Beyond that, learn powerful artes that will further expand your repertoire of elemental damage types.

	Blade Torrent
	Bolt Strike
	Aerial Dash
	Aerial Guard

Strengthen Milla with Powerful and Arcane Artes

Once you've assembled a wide array of artes and skills, start aiming for any remaining advanced-level artes and arcane artes. The advanced-level artes are particularly important, as they allow you to use powerful spirit-shifts. It's a good idea to learn them all.

	Divine Streak
	Cloud Pierce
	Quick Drop
	Sunburst
	Cyclone
	Luminous Chamber

Learn the Aerial Spell Skill

Once you learn Aerial Spell, you'll be able to cast spells in mid-air to avoid enemy interference. This is a great way to compensate for the long casting times of advanced-level artes.

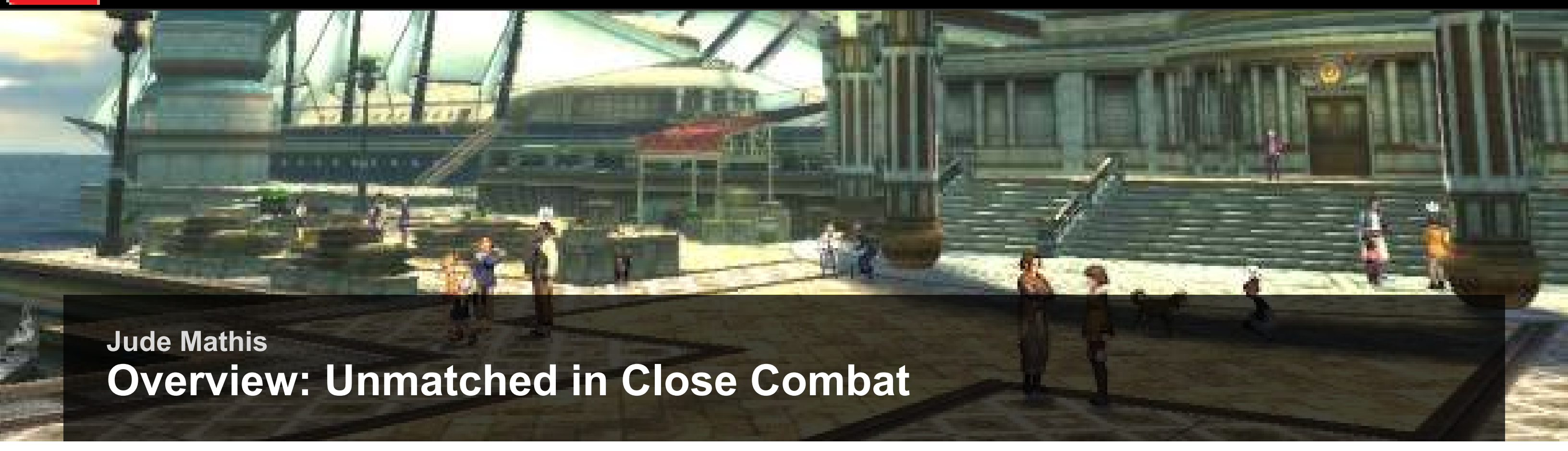
	Aerial Spell
	Aerial Armor

Allium Orbs - Skills and Artes

Points	Light	Light-Earth	Earth	Earth-Water
15	—	—	—	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	—	—
160	Sigil Spear	—	Safe Landing	—
230	—	Level Restore	—	—
310	—	—	—	—
400	Life Up	—	—	—
500	Sigil Spear Lv.1	—	Rock Trine	—
610	Stamina	—	—	Jump Cancel
730	Over Extension 2	Shimmer Spin Lv.1	—	—
870	Intelligence 2	—	Dexterity 2	—
1030	HP Gain 2	—	—	Mirage Step
1210	Divine Streak	—	Rock Trine Lv.1	—
1410	Over Extension	Shimmer Spin Lv.2	—	Z-Slasher
1630	Over Extension 3	—	—	Temporary Stability
1880	Stamina 2	—	Rock Trine Lv.2	—
2160	Light Guard	Shimmer Spin Lv.3	—	Z-Slasher Lv.1
2470	Shining Prism	Quick Drop	Flash Guard	—
2810	Sigil Spear Lv.2	—	—	—
3180	—	—	Linked Action	—
3590	HP Surge	Luminous Chamber	—	Conservative Shift
4040	Divine Streak Lv.1	—	Rock Trine Lv.3	—
4530	—	—	HP Restoration Guard	—
5060	Sigil Spear Lv.3	Luminous Chamber Lv.1	—	Overdrive
5630	Shining Prism Lv.1	—	Rock Trine Lv.4	—
6250	Sigil Spear Lv.4	—	—	Z-Slasher Lv.2
6920	—	—	Perfect Guard	—
7640	Divine Streak Lv.2	Shimmer Spin Lv.4	—	Overdrive Lv.1
8410	HP Surge 2	—	—	Z-Slasher Lv.3
9230	Divine Streak Lv.3	—	Tetra Spell	—
10110	Shining Prism Lv.2	Luminous Chamber Lv.2	—	Overdrive Lv.2
11050	Divine Streak Lv.4	—	—	—
12050	Shining Prism Lv.3	Luminous Chamber Lv.3	—	—
13110	—	—	—	Z-Slasher Lv.4
14230	Shining Prism Lv.4	—	—	Overdrive Lv.3
15420	—	Luminous Chamber Lv.4	—	—
16680	—	—	—	Overdrive Lv.4

Points	Water	Water-Dark	Dark	Dark-Wind
15	—	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	—	—	TP Gain	—
160	Mystic Wheel	—	—	—
230	Hidden Target	—	—	—
310	—	Stable Shift	—	Aerial Force
400	—	—	TP Combo Support	—
500	Temptation	—	Mind Up	—
610	—	Splash	—	—
730	Mystic Wheel Lv.1	—	Spirit	—
870	Vitality 2	—	Mind Reversal	—
1030	—	Energy Barrier	Psyche 2	—
1210	Whirling Assault	—	TP Gain 2	—
1410	—	Splash Lv.1	—	Aerial Guard
1630	—	—	Death Knell	—
1880	Magic Stance	—	Spirit 2	—
2160	—	—	—	—
2470	Whirling Assault Lv.1	—	Combo Siphon	—
2810	—	—	Binding Sphere	Cyclone
3180	Mobile Casting	—	TP Surge	—
3590	Hidden Target 2	Splash Lv.2	—	Cloud Pierce
4040	Mystic Wheel Lv.2	—	Death Knell Lv.1	—
4530	Support Shift	Energy Armor	—	Cyclone Lv.1
5060	—	—	Binding Sphere Lv.1	—
5630	—	Splash Lv.3	Death Knell Lv.2	Cloud Pierce Lv.1
6250	Mystic Wheel Lv.3	—	Damage Control	—
6920	Mind Share Plus	—	Psyche 3	Cyclone Lv.2
7640	—	Splash Lv.4	Death Knell Lv.3	—
8410	—	—	TP Surge 2	Cloud Pierce Lv.2
9230	Whirling Assault Lv.2	Alternate Dash	—	—
10110	—	—	Binding Sphere Lv.2	Cyclone Lv.3
11050	Mystic Wheel Lv.4	—	Death Knell Lv.4	—
12050	Whirling Assault Lv.3	—	—	Cloud Pierce Lv.3
13110	—	—	Binding Sphere Lv.3	—
14230	Whirling Assault Lv.4	—	—	Cyclone Lv.4
15420	—	—	Binding Sphere Lv.4	—
16680	—	—	—	Cloud Pierce Lv.4

Points	Wind	Wind-Fire	Fire	Fire-Light
15	—	—	—	—
50	Agility	—	Strength	—
100	—	—	Fireball Lv.1	—
160	Wind Lance Lv.1	—	—	Free Shift
230	—	—	Fury Stoke	—
310	—	Momentary Gain	Condemnation	—
400	—	Aerial Bind	—	—
500	Arrivederci	—	Fireball Lv.2	—
610	Wind Lance Lv.2	—	—	—
730	—	Aerial Backstep	Flame Ring	—
870	Agility 2	—	Strength 2	—
1030	Arrivederci Lv.1	—	—	—
1210	—	Bolt Strike	Condemnation Lv.1	—
1410	—	—	—	Blade Torrent
1630	Wind Lance Lv.3	—	Casting Window	—
1880	—	Thunder Blade	Fireball Lv.3	—
2160	All Guard	—	—	Blade Torrent Lv.1
2470	Arrivederci Lv.2	—	Flame Ring Lv.1	—
2810	Heal Share Plus	Bolt Strike Lv.1	Aerial Dash	—
3180	Wind Lance Lv.4	Momentary Gain 2	—	Sunburst
3590	—	—	Fury Stoke 2	—
4040	—	Thunder Blade Lv.1	Fireball Lv.4	—
4530	Arrivederci Lv.3	—	—	Blade Torrent Lv.2
5060	—	Bolt Strike Lv.2	Aerial Jump	—
5630	Aerial Spell	—	Condemnation Lv.2	—
6250	Arrivederci Lv.4	Thunder Blade Lv.2	—	Sunburst Lv.1
6920	—	—	Condemnation Lv.3	—
7640	Chain Spell	Bolt Strike Lv.3	Flame Ring Lv.2	Blade Torrent Lv.3
8410	—	—	Condemnation Lv.4	—
9230	—	Thunder Blade Lv.3	Aerial Jump 2	Sunburst Lv.2
10110	—	—	Flame Ring Lv.3	—
11050	Aerial Armor	Bolt Strike Lv.4	—	Blade Torrent Lv.4
12050	—	—	Flame Ring Lv.4	—
13110	—	Thunder Blade Lv.4	—	Sunburst Lv.3
14230	—	—	—	—
15420	—	—	—	Sunburst Lv.4
16680	—	—	—	—



Jude Mathis

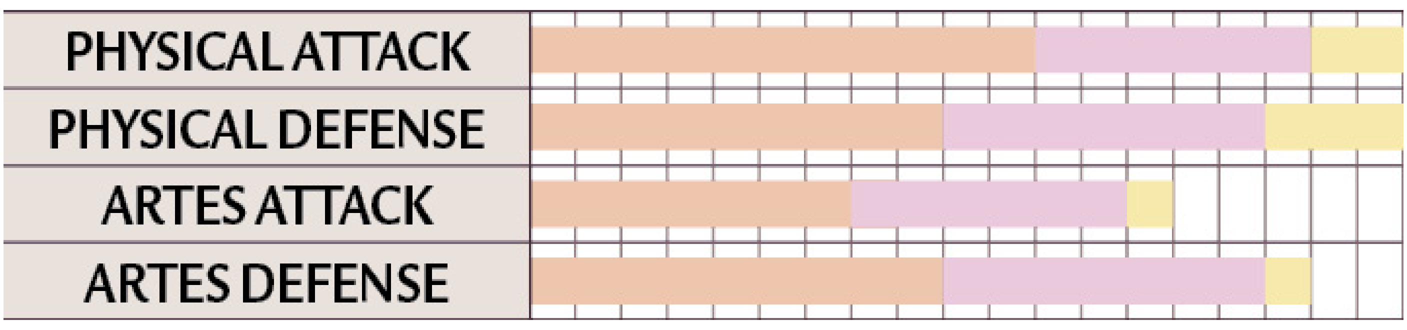
Overview: Unmatched in Close Combat

In addition to his extraordinary Agility, Jude also has solid Strength, Vitality, and Psyche scores that make him equally potent at both offense and defense. Quick movement allows him to slip into melee range and bring down foes in the blink of an eye. However, his Dexterity is quite low, so when you're aiming for critical hits, you'll want to attack from behind.

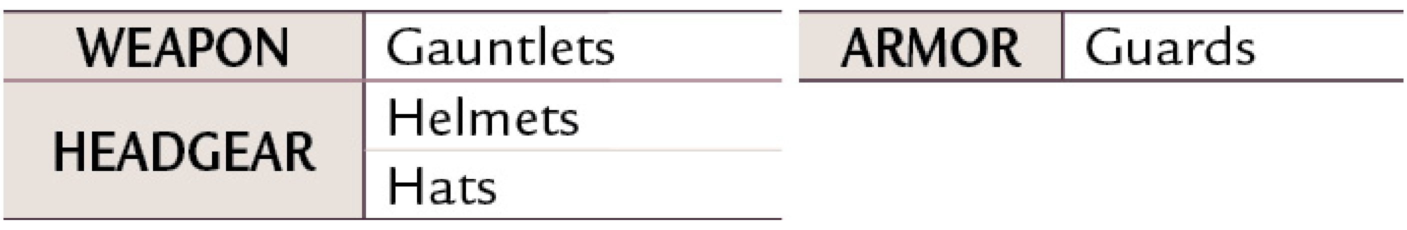
Stats

Stat	Lv.1	Lv.50	Lv.100	Lv.200	Rank
HP	430	2537	4687	8987	B
TP	100	173	248	398	C
Strength	48	489	939	1839	A
Vitality	44	411	786	1536	B
Intelligence	41	408	783	1533	B
Psyche	43	435	835	1635	B
Agility	60	550	1050	2050	S
Dexterity	40	334	634	1234	D

Stat Balance (🟧 Stats 🟪 Equipment 🟨 Skills)



Equippable Armaments



WEAPON	Gauntlets	ARMOR	Guards
HEADGEAR	Helmets Hats		

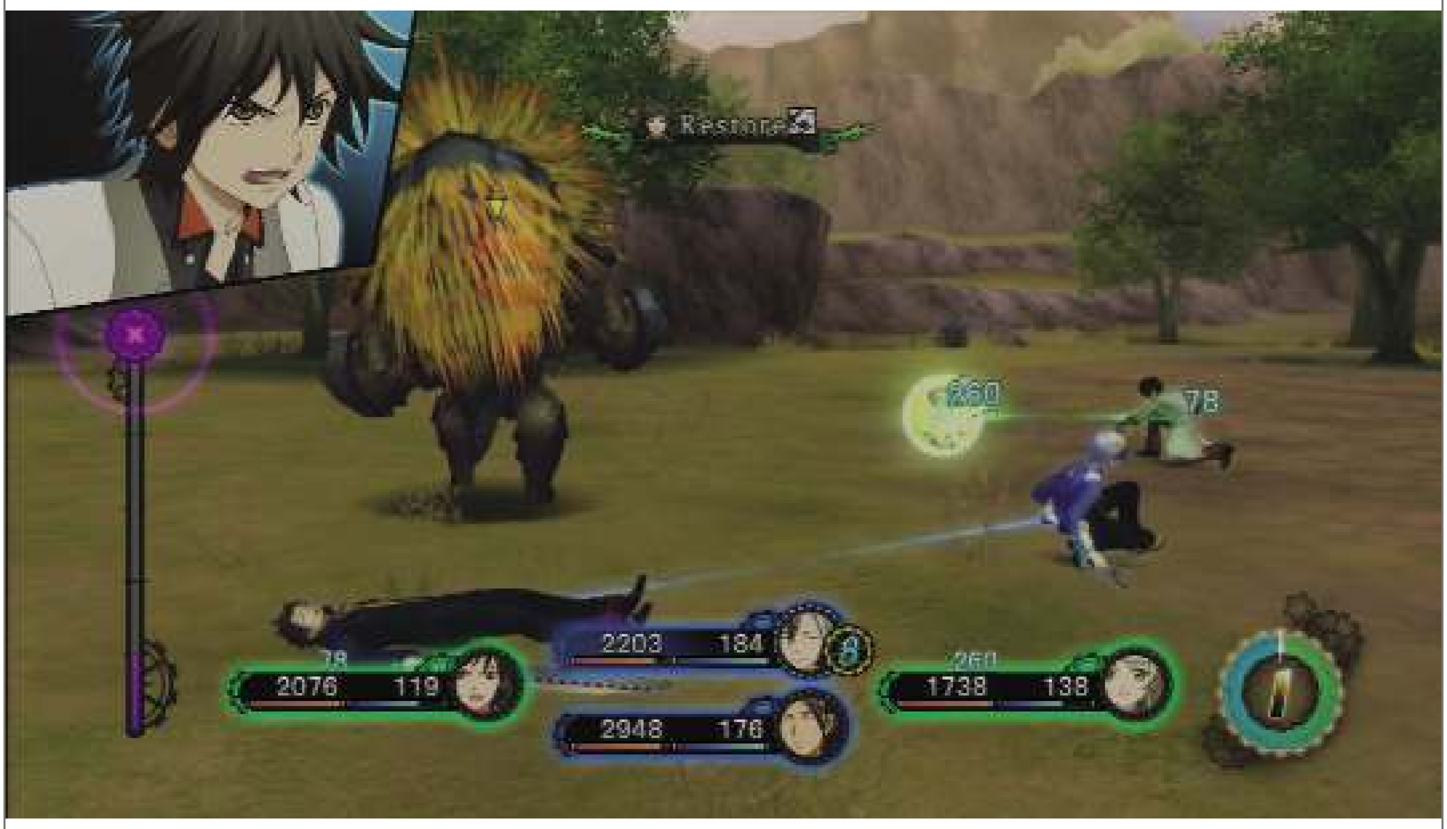
Partner Skill: Restore

Props Up and Heals After a Knockdown

When you're knocked down or KO'd by an enemy attack while Jude is your support partner, Jude will rush over to heal some HP (provided he is not incapacitated himself) . This partner skill is useful in any situation, but is especially effective when facing Power-type enemies whose attacks frequently send characters flying. Keep in mind that Jude can't use Restore if you recover before you're knocked down, so if you need healing, don't attempt a recovery.

Restore Properties

- When his partner is knocked down, Jude restores around 15% of their max HP (20% against Power-type enemies) .
- When his partner is KO'd, there's a 50% chance Jude will revive them and restore 15% of their max HP.
- When the Restore Plus skill is active, odds of a successful revival increase to 70%.
- When the Support Shift skill is active, Jude restores TP instead of healing HP and reviving teammates from KO's.



Jude can't get staggered while using Restore, making it hard for enemies to interfere.

Jude Mathis

Character Abilities

Jude’s Footwork Leaves Enemies in the Dust

With his high Agility and fast movement speed during combat, Jude is able to move freely around the battlefield. His quick-steps can be executed swiftly and traverse long distances that can be extended even farther with the Long Step skill. His back-steps offer a longer window of invulnerability than those of the other characters, keeping Jude invulnerable until the very end of the step. With a wide repertoire of quick artes and attacks as well, Jude’s overall mobility is second to none.

Key Attributes

- Learns a variety of skills related to movement and quick-steps, allowing for high mobility on the battlefield.
- Can learn a variety of artes, from attacks to recovery spells.
- Can use special versions of regular attacks while linked with certain characters.

3392
194
2622
167
2759
275
2841
231

Jude can avoid most enemy attacks during a free run.

Special Ability—Snap Pivot

Circle Behind an Enemy while Evading its Attack

A Snap Pivot is when Jude performs a back-step right before he would be hit by an enemy attack, and quickly circles behind the attacker. In addition to evading the attack, this puts Jude in position to strike at the enemy from behind, providing an opportunity to retaliate with a significant amount of damage. Note that you can only use a Snap Pivot against the foe you currently have targeted; successfully evading any other enemy’s attack will not trigger the ability. See the diagrams here for the specific details of how a Snap Pivot works.

Snap Pivot-Related Skills

Skill	Effect when Active
Snap Pivot	A successful guard 5 seconds after a back-step will allow you to step around the enemy.
Snap Pivot 2	The duration of the Snap Pivot skill increases by 3 seconds.
Snap Pivot 3	Snap Pivots can be triggered from front-steps as well.

3504
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2759
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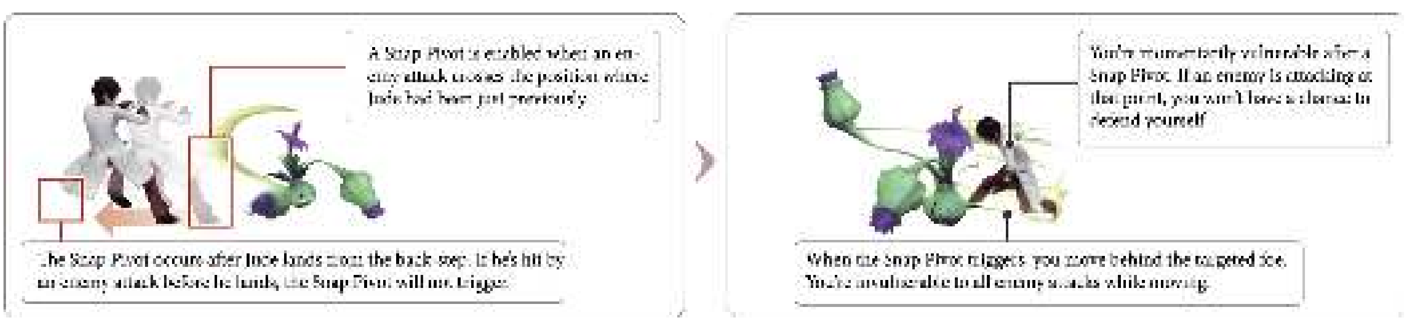
3083
231

When Snap Pivoting off a front-step, the ability triggers as soon as you input the command.

Steps of a Snap Pivot



A Snap Pivot is enabled when an enemy attack crosses the position where Jude had been just previously.

The Snap Pivot occurs after Jude lands from the back-step. If he's hit by an enemy attack before he lands, the Snap Pivot will not trigger.

You're momentarily vulnerable after a Snap Pivot. If an enemy is attacking at that point, you won't have a chance to defend yourself.

When the Snap Pivot triggers, you move behind the targeted foe. You're invulnerable to all enemy attacks while moving.

Normal Attacks

Quick Strikes with Brief Windows of Vulnerability

Jude’s regular attacks come out quickly and don’t cause long windows of pre- or post-attack vulnerability, making it easy to chain multiple hits with even his strong attacks. Jude’s repertoire includes many attacks with special properties like hitting twice or propping fallen foes back onto their feet, and have a wider range than they appear to, making them easy to connect with. Jude’s regular attacks are so useful that he barely even needs artes to give his enemies a good fight.

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2151
66
2759
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3010
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The first stage of Jude’s ⇧ + ✕ attack props a fallen foe back up, making it an invaluable move for combo attacks.

Jude Mathis

Artes

A Wide Variety from Attacks to Healing Spells

With artes that offer everything from powerful area effects to elemental properties, Jude is able to put up a solid fight against foes of any type and in any amount. Jude's artes also include useful special properties like unblockability, prop-up effects, and temporary invulnerability. He can even act as the party doctor, restoring lost HP with Healer and curing ailments with Recovery Ring.

Additionally, Jude's artes can transform in beneficial ways if you equip certain skills. For example, the skills Second Artes and Second Artes 2 allow you to hold down the ✕ button for enhanced effects, and the Milla Sync skill allows Jude to use certain variant artes when linked with Milla.

< > = Value with the designated Second Artes Skill

Physical Arte Healer

TP Cost	10	Casting Time	—	Learned From	Start

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	IRON STANCE	—	Guard Break	—	HP RECOVERY	—
Properties	Heal 6-12% HP x2<Times Healed+1>			COUNT	[100/400] Action Speed 30% Up, [200] Increased Area of Effect					GAUGE	0

Physical Arte Demon Fist

TP Cost	4	Casting Time	—	Learned From	Start

Power	180<255>	# of Hits	2<3>	Phys. to Magic Ratio	7:3	IRON STANCE	8<12>	Guard Break	8<12>	HP RECOVERY	8<12>
Properties	—			COUNT	[100/200] Projectile Speed Up, [400] Pierces Foes					GAUGE	10<15>

Magic Arte Wind Blade

TP Cost	4	Casting Time	—	Learned From	Start *

Power	180<75>	# of Hits	1<2>	Phys. to Magic Ratio	6:4	IRON STANCE	4<8>	Guard Break	4<8>	HP RECOVERY	4<8>
Properties	<Reverse Enemy>			COUNT	—					GAUGE	8<16>

*: Set skill Milla Sync

Physical Arte Steel

TP Cost	4	Casting Time	—	Learned From	Wind -Fire 160

Power	150	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	4	Guard Break	4	HP RECOVERY	4
Properties	P.ATK+ 30% /Prop Up<P.DEF+ 30% >			COUNT	[200] Speed Up, [400] Effect+ 10%					GAUGE	10

Magic Arte Aqua Protection

TP Cost	4	Casting Time	—	Learned From	Wind -Fire 160 **

Power	100<300>	# of Hits	1<3>	Phys. to Magic Ratio	6:4	IRON STANCE	4<12>	Guard Break	4<12>	HP RECOVERY	4<12>
Properties	—			COUNT	—					GAUGE	10<30>

**: Set skill Milla Sync

Physical Arte Recovery Ring

TP Cost	5	Casting Time	—	Learned From	Water 100

Power	—	# of Hits	—	Phys. to Magic Ratio	0:10	IRON STANCE	—	Guard Break	—	HP RECOVERY	—
Properties	Cure Ailments			COUNT	[100] Speed Up, [200] Increased Area of Effect					GAUGE	0

Physical Arte Palm Strike

TP Cost	6	Casting Time	—	Learned From	Light 160

Power	200<500>	# of Hits	1<2>	Phys. to Magic Ratio	10:0	IRON STANCE	4<8>	Guard Break	40<80>	HP RECOVERY	4<8>
Properties	Stun (30%) <Stun (50%) >			COUNT	[100] Speed Up, [200] Stun (30%) <Stun (50%) >					GAUGE	10<25>

Magic Arte Flare Bomb

TP Cost	6	Casting Time	—	Learned From	Light 160 ***

Power	60<200>	# of Hits	1<2>	Phys. to Magic Ratio	6:4	IRON STANCE	4<8>	Guard Break	40<80>	HP RECOVERY	4<8>
Properties	<Knockdown>			COUNT	—					GAUGE	15<30>

***: Set skill Milla Sync

Physical Arte Dragon Shot

TP Cost	6	Casting Time	—	Learned From	Fire 100

Power	200	# of Hits	2	Phys. to Magic Ratio	10:0	IRON STANCE	8	Guard Break	8	HP RECOVERY	8
Properties	Juggle/Prop Up			COUNT	[200] # of Hits+1 (Power+60)					GAUGE	10

Physical Arte Morning Glory

TP Cost	6	Casting Time	—	Learned From	Earth 160

Power	200	# of Hits	2	Phys. to Magic Ratio	9:1	IRON STANCE	8	Guard Break	8	HP RECOVERY	8
Properties	—			COUNT	[100] Unstaggerable After Use, [200] Guard Break+12, [400] Invulnerability After Use					GAUGE	5

Physical Arte Swallow Dance

TP Cost	8	Casting Time	—	Learned From	Wind 160

Power	300<450>	# of Hits	2<3>	Phys. to Magic Ratio	10:0	IRON STANCE	8<12>	Guard Break	8<12>	HP RECOVERY	8<12>
Properties	—			COUNT	[200] Speed Up, [400] Prop Up					GAUGE	10<15>

Physical Arte Cerberus Strike

TP Cost	8	Casting Time	—	Learned From	Start

Power	300<450>	# of Hits	3<4>	Phys. to Magic Ratio	10:0	IRON STANCE	12<16>	Guard Break	12<112>	HP RECOVERY	12<16>
Properties	—			COUNT	[200] Speed Up					GAUGE	10<14>

Magic Arte Grave

TP Cost	8	Casting Time	—	Learned From	Start*

Power	450<750>	# of Hits	3<4>	Phys. to Magic Ratio	7:3	IRON STANCE	12<16>	Guard Break	12<52>	HP RECOVERY	12<16>
Properties	Prop Up			COUNT	—					GAUGE	14<19>

*:Set skill Milla Sync

Physical Arte Sun Spark

TP Cost	8	Casting Time	—	Learned From	Light 1210

Power	300	# of Hits	1	Phys. to Magic Ratio	6:4	IRON STANCE	4	Guard Break	4	HP RECOVERY	4
Properties	—			COUNT	[200] Range Up/Power+60					GAUGE	10

Physical Arte Whirlwind Snap

TP Cost	9	Casting Time	—	Learned From	Wind 730

Power	300	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	4	Guard Break	4	HP RECOVERY	4
Properties	—			COUNT	[200/400] Pull-in Range Up					GAUGE	10

Physical Arte Frost Breaker

TP Cost	8	Casting Time	—	Learned From	Earth -Water 500

Power	300	# of Hits	3	Phys. to Magic Ratio	6:4	IRON STANCE	12	Guard Break	12	HP RECOVERY	12
Properties	Prop Up			COUNT	[100] Speed Up, [200/400/1000] HP Recovery+4/Stagger Time Up, [400] HP Recovery+8, [1000] HP Recovery+16					GAUGE	10

Physical Arte Rising Sun

TP Cost	12	Casting Time	—	Learned From	Fire -Light 730

Power	400	# of Hits	2	Phys. to Magic Ratio	10:0	IRON STANCE	8	Guard Break	8	HP RECOVERY	8
Properties	—			COUNT	[100] Unstaggerable After Use, [200] Iron Body+4, HP Recovery+6, [400] Invulnerability After Use					GAUGE	5

Physical Arte Beast

TP Cost	12	Casting Time	—	Learned From	Water -Dark 1030

Power	400	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	4	Guard Break	100	HP RECOVERY	4
Properties	Knockdown			COUNT	[200] Guard Break+100					GAUGE	15

Physical Arte Rising Falcon

TP Cost	12	Casting Time	—	Learned From	Fire 610

Power	400	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	4	Guard Break	4	HP RECOVERY	4
Properties	Pass-Through			COUNT	[200] # of Hits+1 (Power+80)					GAUGE	10

Physical Arte Aqua Sweep

TP Cost	12	Casting Time	—	Learned From	Water 730

Power	400	# of Hits	3	Phys. to Magic Ratio	8:2	IRON STANCE	12	Guard Break	12	HP RECOVERY	12
Properties	Knockdown/Invulnerability After Use/No Damage Reduction vs. Knockdown			COUNT	[200] Increased Area of Effect					GAUGE	8

Physical Arte Mirage Blitz

TP Cost	12	Casting Time	—	Learned From	Dark 730

Power	400	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	4	Guard Break	4	HP RECOVERY	4
Properties	Pass-Through			COUNT	[200] Guard Break+36/Stun (30%), [400] Speed Up/Hits+1 (Power+80)					GAUGE	15

Physical Arte Soaring Vortex

TP Cost	16	Casting Time	—	Learned From	Dark -Wind 1210

Power	600	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	4	Guard Break	100	HP RECOVERY	4
Properties	Knockdown			COUNT	[200] Increased Area of Effect					GAUGE	20

Physical Arte Cyclonic Surge

TP Cost	18	Casting Time	—	Learned From	Wind 1030

Power	400	# of Hits	2	Phys. to Magic Ratio	10:0	IRON STANCE	8	Guard Break	8	HP RECOVERY	8
Properties	Juggle			COUNT	—					GAUGE	10

Physical Arte Raging Blast

TP Cost	24	Casting Time	—	Learned From	Fire -Light 2160

Power	900	# of Hits	2	Phys. to Magic Ratio	10:0	IRON STANCE	8	Guard Break	8	HP RECOVERY	8
Properties	Prop Up/Knockdown			COUNT	[100] HP Recovery+4, [200] HP Recovery+8, [400] HP Recovery+16					GAUGE	15

Physical Arte Phoenix Plunge

TP Cost	24	Casting Time	—	Learned From	Wind -Fire 2160

Power	900	# of Hits	2	Phys. to Magic Ratio	10:0	IRON STANCE	8	Guard Break	8	HP RECOVERY	8
Properties	Knockdown/Juggle			COUNT	[200] Jugglle Up					GAUGE	10

Physical Arte Talon Storm

TP Cost	28	Casting Time	—	Learned From	Light -Earth 870

Power	1000	# of Hits	5	Phys. to Magic Ratio	10:0	IRON STANCE	20	Guard Break	20	HP RECOVERY	20
Properties	—			COUNT	[200] Speed Up					GAUGE	10

Physical Arte Blunt Fang

TP Cost	42	Casting Time	—	Learned From	Dark -Wind 4530

Power	1500	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	4	Guard Break	4	HP RECOVERY	4
Properties	Instant-KO (1 5%)			COUNT	[100/200/400] KO Rate+ 5%					GAUGE	10

Mystery Maxwell

TP Cost	36	Casting Time	—	Learned From	Maxwell Spyrite

Power	606	# of Hits	5	Phys. to Magic Ratio	5:5	IRON STANCE	20	Guard Break	20	HP RECOVERY	20
Properties	—			COUNT	[100] HP Recovery+16, [200] Guard Break+48, [400] Iron Body+16					GAUGE	10

Mystery RECUMBENT WOLf

TP Cost	42	Casting Time	—	Learned From	Light -Earth 1210

Power	750	# of Hits	5	Phys. to Magic Ratio	10:0	IRON STANCE	28	Guard Break	20	HP RECOVERY	50
Properties	Critical Hit on Heel Drop (30%)			COUNT	[200] Prop Up [400] Guard Break+96					GAUGE	10

Mystery Rampaging Dragon

TP Cost	57	Casting Time	—	Learned From	Water -Dark 4530

Power	900	# of Hits	6	Phys. to Magic Ratio	10:0	IRON STANCE	48	Guard Break	24	HP RECOVERY	60
Properties	Knockdown/Stun (40%)			COUNT	[100] Can use in Mid-air, [200] Launch Stability, [400] Prop Up					GAUGE	12

Mystery Shattering Demon Fist

TP Cost	60	Casting Time	—	Learned From	Earth -Water 5060

Power	800	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	16	Guard Break	4	HP RECOVERY	10
Properties	Knockdown/Unstaggerable			COUNT	[200] Speed Up, [400] Increased Area of Effect					GAUGE	10

Mystic Arte Final Fury

TP Cost	0	Casting Time	—	Learned From	Skill (Special)

Power	10300	# of Hits	13	Phys. to Magic Ratio	10:0	IRON STANCE	—	Guard Break	—	HP RECOVERY	—
Properties	Accuracy/Knockdown			COUNT	—					GAUGE	0

Mystic Arte Meteor Storm

TP Cost	0	Casting Time	—	Learned From	*

Power	8000	# of Hits	16	Phys. to Magic Ratio	5:5	IRON STANCE	—	Guard Break	—	HP RECOVERY	—
Properties	Accuracy/Knockdown			COUNT	—					GAUGE	0

Special Arte Note—Utilizing Aqua Protection Wisely

Of all Jude's artes, don't overlook the Aqua Protection arte enabled by the Milla Sync skill. Perform it before you reach a foe, and the spinning water spheres will protect Jude from enemy interference. If you use the Second Artes skill, you'll be able to create three spheres per use, which can greatly increase the amount of damage from this protection that you deal in close-range combos.

Jude Mathis

Tactics

Boost Your Quick-Steps to Dominate Close Combat

Jude boasts the highest Agility of all your party members, so you'll want to put it to good use by having him fight in close combat, chaining his effective normal attacks and artes together. Quick-steps are particularly essential for close-range fighters, allowing them to slip in and out of combat to evade when necessary and attack when openings present themselves. The chart shown here lists skills Jude can learn to further strengthen his short-range combat skills by enhancing his quick-step prowess. This can lead to increased AC and even the ability to deal damage with the quick-steps themselves.

261
3504 145
3111 125
2478 270
2753 177

When you have the Assault Step skill active, use your quick-steps as combo starters.

Quick-Step-Related Skills

Skill	Effect when Active
Mirage Step	AC will not be consumed while quick-stepping.
Momentary Gain	While on the ground, gain +1 AC for evading an attack with a back-step (up to +3 AC) .
Momentary Gain 2	If Momentary Gain is also equipped, using it gains +3 AC.
Step Guard	Jude won't be staggered if attacked during a quick-step.
Long Step	Extends range of front- and back-steps.
Assault Step	You can perform an attack during a front-step (but only the first if using continuous quick-steps).
Adrenaline Rush	When you evade an attack with a back-step, your movement speed and quick-step speed are boosted for 8 seconds.

Crowd Tactics—Isolate and Attack Individual Threats

When fighting large groups of foes, Jude should target and attack foes who are apart from the group or attempting to cast artes from afar. Assigning the Spread Out Target Strategy to your allies will make it easier to divide and isolate your foes. Once Jude learns the extremely wide-range Whirlwind Snap arte, he'll also be able to attack into a cluster of foes and physically scatter them. Engineer one-on-one battles so Jude can focus on his target without having to worry about attacks from other foes.

Special—Deal Heavy Damage with Post-Knockdown Attacks

Since Jude can use many artes that knock foes down—like Beast and Aqua Sweep—he should be able to capitalize on the opportunity to attack fallen foes. The skills Down Burst and Down Rush allow him to deal 20% more damage against a fallen target, so make sure to give them a try.

Knockdown-Related Skills

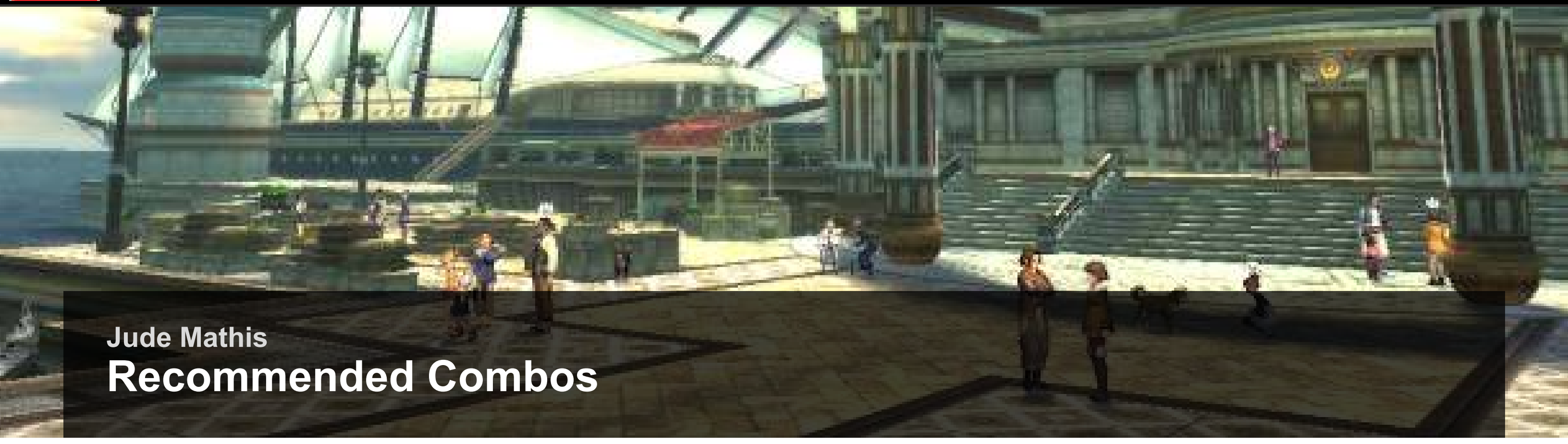
Skill	Effect when Active
Down Burst	Your attacks deal 10% more damage against fallen foes.
Down Rush	Doubles the effect of Down Burst.

Special—Boost Jude's Quick-Steps Further with Support Warp

Muzét's handy Support Warp partner ability allows characters to use front-steps to instantaneously close the distance to a foe. The ability to reach your target without having to worry about interference from other foes is particularly invaluable to the quick-step-focused Jude. Note that when using a back-step to evade an attack, Jude's Snap Pivot will take precedence over Support Warp, so you'll be able to use this combination of abilities effectively when battling foes.

3504 103
1633 70
2759 275
2196 252

Support Warp will instantaneously take you to any target, no matter how distant. Slip in and start that combo!



Jude Mathis

Recommended Combos

A Low-TP Combo You Can Use at Any Point in the Game

Step 1: ✕ – Step 2: ⇧ + ✕ – Step 3: ✕ – Step 4: Cerberus Strike – Step 5: Back-Step

Building your hit tally with two-hit regular attacks and using Cerberus Strike as a finisher is an easy combo you can perform at almost any point in the game. One of the benefits of this combo is that the normal attacks restore 3% of your max TP, so you hardly need to worry about the TP consumed by the Cerberus Strike. After completing the Cerberus Strike, use back-steps to get some distance so you can replenish your AC as you look for another chance to repeat the combo.

Knocks 'em Down and Keeps Striking for Big Damage

Step 1: Raging Blast – Step 2: ⇦ or ⇨ + ✕ – Step 3: Dragon Shot – Step 4: Frost Breaker – Step 5: Aqua Sweep

This combo opens by using Raging Blast to rush in from a position about one quick-step away. After Raging Blast knocks the target down, move in with ⇨ or ⇦ + ✕ follow-up attacks. Next, use Dragon Shot to prop your foe back up. The Dragon Shot will send you into the air along with your foe, so unleash a mid-air Frost Breaker to smack him down to earth. Finally, knock him back down with Aqua Sweep to buy yourself time to recover AC before you resume attacking.

After a Snap Pivot, Ensnare and Attack a Group of Foes

Step 1: Snap Pivot – Step 2: Whirlwind Snap – Step 3: Raging Blast – Step 4: Swallow Dance – Step 5: Phoenix Plunge

Executed after circling behind a foe with Snap Pivot, this combo uses the enemy-attracting properties of Whirlwind Snap to gather multiple foes and damage them all. Raging Blast and Swallow Dance lift up the assembled foes while damaging them, setting them up to be knocked down with Phoenix Plunge. Once they hit the ground, try to follow up the combo with a linked arte. When battling foes who are resistant to wind, replace the Raging Blast with a Dragon Shot.

Shatter Enemy Defenses with a Guard Break

Step 1: Soaring Vortex – Step 2: Blunt Fang – Step 3: L1 + ✕ – Step 4: Frost Breaker – Step 5: Beast

When battling a guarding foe, break the guard with Soaring Vortex and use that opening to launch a combo. After Soaring Vortex knocks the foe down, follow up with a Blunt Fang before propping the foe back up (with L1 + ✕). Next, hit it with the powerful Frost Breaker, and finish the combo by knocking the foe down again with Beast. If you still have AC to spare, you can continue the combo by propping the foe back up and knocking him down again.

Use Variant Linked Attacks to Fill Your Linked Artes Gauge

Step 1: ⇩ + ✕ x2 – Step 2: ⇩ + ✕ x2 – Step 3: ✕ – Step 4: ✕ – Step 5: Talon Storm

The variant normal attacks that you can only perform while linked to certain characters fill your Linked Artes Gauge much faster than normal attacks do. So by partnering with Milla, with whom Jude has many combination attacks, it's possible to fill the Linked Artes Gauge very quickly. Finish the combo with an arte like Talon Storm that adds a lot of points to the Linked Artes Gauge. Once that fills your gauge, chain the combo into a powerful Linked Arte.

Jude Mathis

Character Evolution

Since Jude uses quick-steps so effectively, prioritize the skills that strengthen his quick-steps. It's equally important to enhance the stats that serve him well in close combat: HP, Strength, and Vitality. Finally, make it a priority to learn the skills that boost his Snap Pivot. The best artes to learn early are the ones with a wide attack range and knockdown effects.

Suggested Growth Plan

Development chart

Learn Elemental Artes and Quick-Step Skills

Prioritize skills like Long Step that enhance your quick-steps. Then aim for Whirlwind Snap and Aqua Sweep to expand your repertoire of artes.

	Long Step
	Mirage Step
	Adrenaline Rush
	Momentary Gain
	Whirlwind Snap
	Aqua Sweep

Learn the Best Snap Pivot Skills

Jude's Snap Pivot is one of the cornerstones of his combat strength. To use it even more effectively, aim for the Snap Pivot series of skills. You'll also want to pick up the Down Burst skill to deal additional damage to fallen foes.

	Snap Pivot 3
	Beast
	Snap Pivot
	Down Burst

Further Boost Your Quick-Steps

Learn skills like Momentary Gain 2 to further enhance your quick-steps. Combining them with mobility skills like Sprinter and Dash will give Jude an even greater ability to move freely throughout the battlefield.

	Snap Pivot 2
	Momentary Gain 2
	Recumbent Wolf
	Sprinter
	Dash
	Step Guard

Learn Arcane Artes to Maximize Your Power

Once you've learned all the artes and skills listed above, aim for Jude's arcane artes to maximize his attack power. The longer reach of Rampaging Dragon makes it the easier of the two to use, so prioritize learning that.

	Rampaging Dragon
	Shattering Demon Fist

Allium Orbs - Skills and Artes

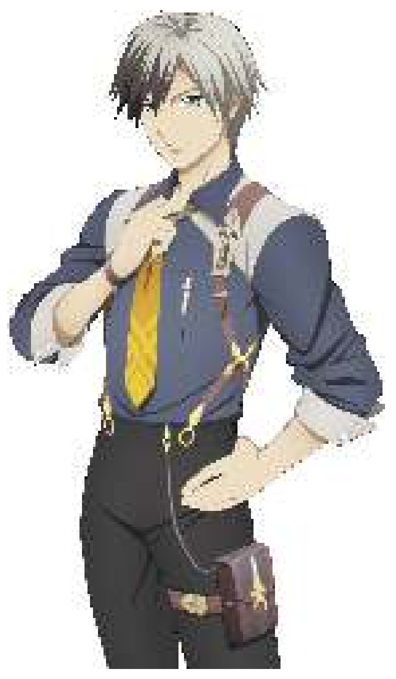
Points	Light	Light -Earth	Earth	Earth -Water
15	—	—	—	—
50	Intelligence	—	Dexterity	—
100	HP Gain	—	Cerberus Strike Lv.1	—
160	Palm Strike	—	Morning Glory	—
230	—	Level Restore	—	—
310	Palm Strike Lv.1	—	—	—
400	Life Up	—	Cerberus Strike Lv.2	—
500	—	—	—	Frost Breaker
610	Stamina	—	—	—
730	Over Extension 2	—	Morning Glory Lv.1	—
870	Intelligence 2	Talon Storm	Dexterity 2	—
1030	HP Gain 2	—	—	Frost Breaker Lv.1
1210	Sun Spark	Recumbent Wolf	—	—
1410	—	—	All Guard	—
1630	Over Extension	—	—	Down Burst
1880	Over Extension 3	Talon Storm Lv.1	Cerberus Strike Lv.3	—
2160	Stamina 2	—	—	Frost Breaker Lv.2
2470	—	—	Flash Guard	—
2810	Heal Share Plus	Recumbent Wolf Lv.1	—	Frost Breaker Lv.3
3180	Palm Strike Lv.2	—	Morning Glory Lv.2	—
3590	HP Surge	Talon Storm Lv.2	—	Frost Breaker Lv.4
4040	Sun Spark Lv.1	—	Cross Counter	—
4530	Linked Action	Step Guard	Cerberus Strike Lv.4	—
5060	—	—	—	Shattering Demon Fist
5630	Palm Strike Lv.3	—	TP Restoration Guard	—
6250	Sun Spark Lv.2	Talon Storm Lv.3	Morning Glory Lv.3	—
6920	—	—	—	Shattering Demon Fist Lv.1
7640	Palm Strike Lv.4	Recumbent Wolf Lv.2	Perfect Guard	—
8410	Sun Spark Lv.3	—	Second Artes 2	Down Rush
9230	HP Surge 2	Talon Storm Lv.4	Morning Glory Lv.4	—
10110	—	—	—	Shattering Demon Fist Lv.2
11050	Sun Spark Lv.4	Recumbent Wolf Lv.3	—	—
12050	—	—	—	—
13110	—	Recumbent Wolf Lv.4	—	Shattering Demon Fist Lv.3
14230	—	—	—	—
15420	—	—	—	—
16680	—	—	—	Shattering Demon Fist Lv.4

Points	Water	Water -Dark	Dark	Dark -Wind
15	—	—	Solid Guard	—
50	Vitality	—	Psyche	—
100	Recovery Ring	—	TP Gain	—
160	—	Quick Recover	Demon Fist Lv.1	—
230	Hidden Target	—	TP Combo Support	—
310	Healer Lv.1	—	Demon Fist Lv.2	—
400	—	—	Mind Up	Adrenaline Rush
500	Recovery Ring Lv.1	—	—	—
610	Healer Lv.2	—	Spirit	—
730	Aqua Sweep	—	Mirage Blitz	—
870	Vitality 2	—	Psyche 2	—
1030	—	Beast	TP Gain 2	—
1210	Recovery Ring Lv.2	—	Demon Fist Lv.3	Soaring Vortex
1410	Second Artes	—	—	—
1630	—	Beast Lv.1	Combo Siphon	—
1880	Aqua Sweep Lv.1	—	Mirage Blitz Lv.1	Soaring Vortex Lv.1
2160	—	Assault Step	Spirit 2	—
2470	Healer Lv.3	—	—	Soaring Vortex Lv.2
2810	—	Beast Lv.2	Demon Fist Lv.4	—
3180	Recovery Ring Lv.3	—	—	Soaring Vortex Lv.3
3590	Hidden Target 2	—	TP Surge	—
4040	Aqua Sweep Lv.2	—	Mirage Blitz Lv.2	—
4530	—	Rampaging Dragon	—	Blunt Fang
5060	—	Beast Lv.3	—	—
5630	Healer Lv.4	—	Feign Death	Soaring Vortex Lv.4
6250	—	Rampaging Dragon Lv.1	—	—
6920	—	—	Mind Share Plus	—
7640	—	Beast Lv.4	—	Blunt Fang Lv.1
8410	Recovery Ring Lv.4	—	Mirage Blitz Lv.3	—
9230	Aqua Sweep Lv.3	—	TP Surge 2	—
10110	—	Rampaging Dragon Lv.2	Mirage Blitz Lv.4	Blunt Fang Lv.2
11050	Aqua Sweep Lv.4	—	—	—
12050	—	Rampaging Dragon Lv.3	—	Blunt Fang Lv.3
13110	—	—	—	—
14230	—	—	—	Blunt Fang Lv.4
15420	—	Rampaging Dragon Lv.4	—	—
16680	—	—	—	—

Points	Wind	Wind -Fire	Fire	Fire -Light
15	—	—	—	—
50	Agility	—	Strength	—
100	—	Long Step	Dragon Shot	—
160	Swallow Dance	Steel	—	—
230	—	—	Fury Stoke	—
310	Swallow Dance Lv.1	Momentary Gain	—	Snap Pivot 3
400	Jump Cancel	—	Dragon Shot Lv.1	—
500	—	Steel Lv.1	—	Life Reversal
610	Mirage Step	—	Rising Falcon	—
730	Whirlwind Snap	—	—	Rising Sun
870	Agility 2	—	Strength 2	—
1030	Cyclonic Surge	—	—	Snap Pivot
1210	—	—	Dragon Shot Lv.2	—
1410	Whirlwind Snap Lv.1	—	—	Rising Sun Lv.1
1630	Wind Guard	—	—	—
1880	Cyclonic Surge Lv.1	—	Rising Falcon Lv.1	—
2160	Extended Window	Phoenix Plunge	Invigorating Taunt	Raging Blast
2470	Swallow Dance Lv.2	—	Sprinter	—
2810	Dash	Steel Lv.2	—	Rising Sun Lv.2
3180	—	Momentary Gain 2	Dragon Shot Lv.3	—
3590	Whirlwind Snap Lv.2	—	Fury Stoke 2	Raging Blast Lv.1
4040	Swallow Dance Lv.3	Phoenix Plunge Lv.1	—	—
4530	Cyclonic Surge Lv.2	—	Rising Falcon Lv.2	Shining Hand
5060	—	Steel Lv.3	Support Shift	—
5630	Swallow Dance Lv.4	—	—	Rising Sun Lv.3
6250	Whirlwind Snap Lv.3	Phoenix Plunge Lv.2	Dragon Shot Lv.4	Snap Pivot 2
6920	Agility 3	—	—	Raging Blast Lv.2
7640	—	—	Gravity Guard	—
8410	Cyclonic Surge Lv.3	—	—	Rising Sun Lv.4
9230	Alternate Dash	Damage Control	Rising Falcon Lv.3	—
10110	—	Steel Lv.4	—	Raging Blast Lv.3
11050	Whirlwind Snap Lv.4	—	Rising Falcon Lv.4	—
12050	—	Phoenix Plunge Lv.3	—	Raging Blast Lv.4
13110	Cyclonic Surge Lv.4	—	—	—
14230	—	Phoenix Plunge Lv.4	—	—
15420	—	—	—	—
16680	—	—	—	—

Ludger Will Kresnik

All-Purpose Fighter with Strong Stats

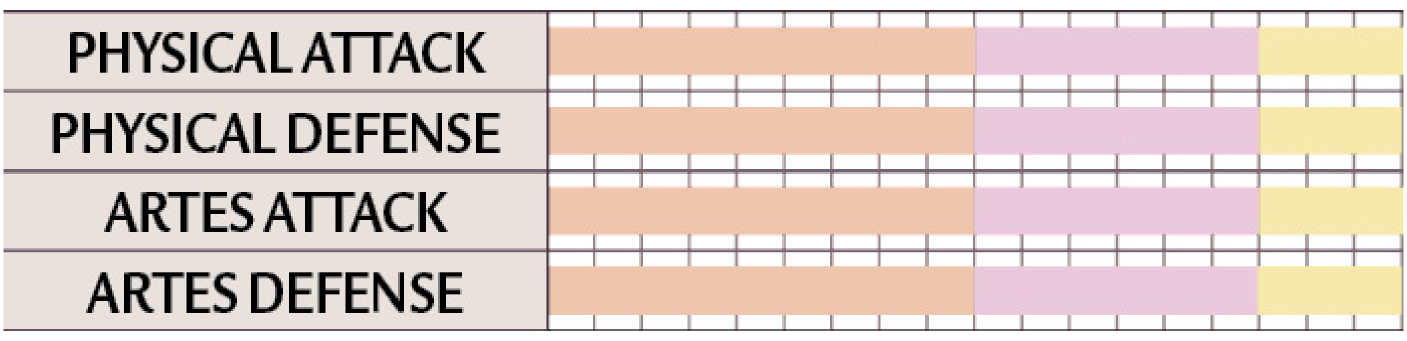


Ludger has high scores in nearly every stat, allowing him to excel at both offense and defense. Only his TP fails to rise above average, so it's a good idea to choose skills that can help compensate for that weakness. Note that unlike other characters, Ludger's movement speed is affected less by his agility and more by the weapon he has equipped; you'll want to stick with dual blades in most situations for their superior mobility.

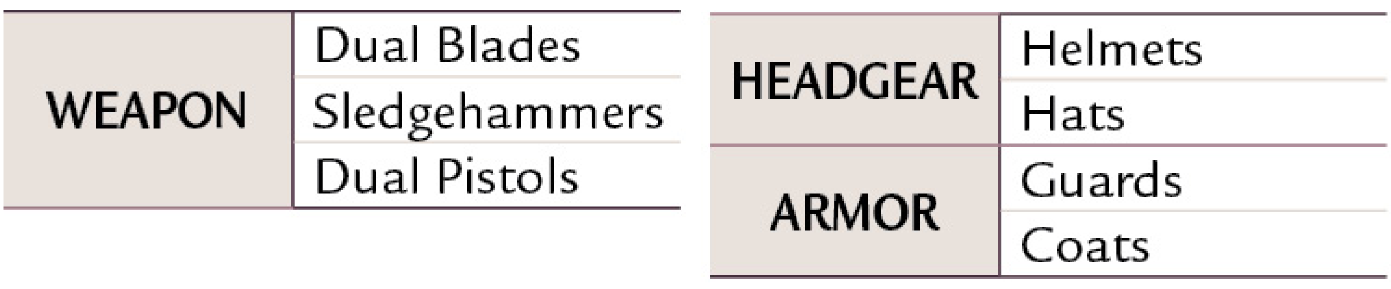
Stats

Stat	Lv.1	Lv.50	Lv.100	Lv.200	Rank
HP	440	2694	4994	9594	A
TP	100	173	248	398	C
Strength	46	438	838	1638	B
Vitality	46	438	838	1638	B
Intelligence	46	438	838	1638	B
Psyche	46	438	838	1638	B
Agility	46	438	838	1638	B
Dexterity	46	438	838	1638	B

Stat Balance (🟧 Stats 🟪 Equipment 🟨 Skills)



Equippable Armaments



WEAPON	Dual Blades Sledgehammers Dual Pistols

HEADGEAR	Helmets Hats
ARMOR	Guards Coats

Partner Skill: Mirror

Ludger can copy the support ability of his linked partner, so his ability is effectively Restore when linked with Jude, Bind when linked with Milla, and so on. When you change partners in combat, the mirrored ability changes along with it, and there's a lot of strategic value in changing partners to respond to battlefield conditions. Note that when Ludger's partner is using skills like Support Shift to modify the way their support ability works, the effects of those skills won't be copied.

Mirror Properties

- Ludger copies the support ability of his linked partner.
- By changing partners in combat, you can trigger up to three support abilities.
- Ludger will not copy the effect of skills like Support Shift.
- When Ludger's support ability is triggered, the amount of Linked Artes gauge points gained is the same as if it were triggered by his partner.

1680 109
276
4212 178
3321 254

You can even have Ludger steal items for you when you're playing as Leia. Also, when playing as Rowen, linking with Ludger is a good way to protect yourself in magical-artes-heavy battles.

Ludger Will Kresnik

Character Abilities

Ludger's Properties Change With His Weapon

Falling Thunder
4852 DAMAGE!
9 POWER HITS!
3526 263
4130 210
5132 229
4327 91

Having access to such a wide variety of artes makes Ludger ideal for weakness-exploiting combos.

Ludger can use three different weapons—dual blades, dual pistols, and sledgehammer—and his repertoire of artes changes along with his weapon. By switching between them, Ludger has access to artes of every damage and elemental type, so it's always advantageous to match your weapon to the foe you're facing. Ludger also gains access to a Chromatus as the game progresses.

Key Attributes

- You can use Weapon Swap to switch between three weapons, allowing you to select the most advantageous one for each foe.
- By switching weapons you are able to fight effectively at both short and long ranges.
- Each of Ludger's weapons has different artes and attacks.
- Chromatus allows Ludger to temporarily transform into a form with greatly increased combat prowess.

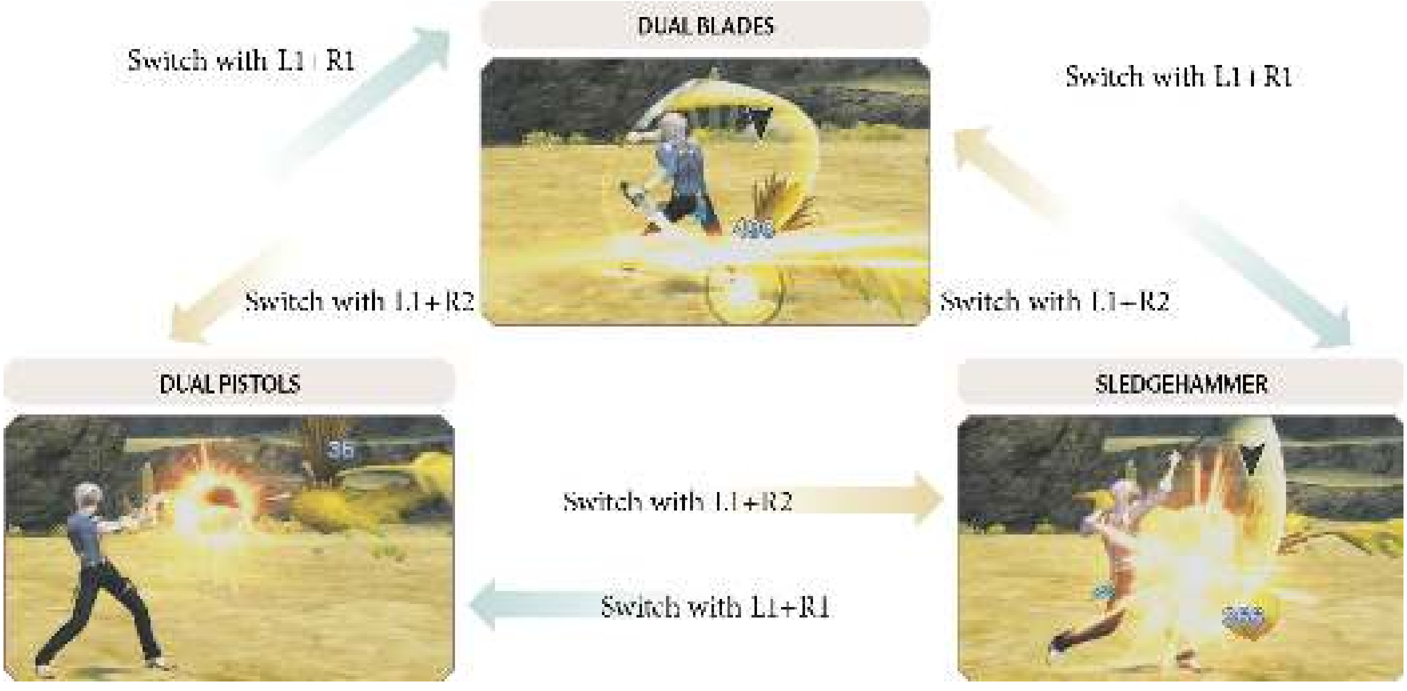
Weapon Swap—Battle While Switching Between Three Different Weapons

Press L1 and either R1 or R2 to switch weapons during combat. The diagram here illustrates which button command will shift you to which weapon. If you switch immediately after landing a normal attack or arte, you'll be able to continue the combo with your new weapon. The Exchange skill, when active, allows you to automatically switch weapons when you perform your L1 + ✕ attack, making weapon switching even easier during combos.

Weapon Shift Properties

- Press L1 + R1 or L1 + R2 to switch between dual blades, dual pistols, and sledgehammer.
- Changing weapons also changes the artes that Ludger is able to use.
- You can change weapons even during combos or Linked Artes.
- When the Exchange skill is active, you automatically switch weapons after using a power attack.

Weapon Shift Properties



Normal Attacks

Switch Weapons to Match Your Foe's Weakness

Each weapon has its own combat style: the dual blades are best against incoming foes, the sledgehammer hits a wide area of the battlefield, and the dual pistols allow you to fight from afar. Beyond that, the dual blades deal slash damage, the sledgehammer deals strike damage, and the dual pistols deal shot damage. Check each enemy's damage-type weakness as soon as the battle begins so you can pick the ideal weapon with which to face it.

Ludger Will Kresnik

Artes

Master the Skills That Offer Follow-Up Attacks

Between his three weapons' styles, Ludger has access to forty-nine different artes. Among them are artes of every damage type, so even when fighting solo, Ludger can perform extremely effective weakness-exploiting combos. However, some attacks are difficult to land based on factors like the size of your foes and their distance away from you, so refer to our suggested combos and use the one that best fits your situation.

Many artes are capable of dishing out follow-up attacks if you have skills like Second Artes and Second Artes 2 set, and if you hold the attack button longer when executing them. Make good use of this option to increase the damage of your attacks.

Physical Arte **Azure Edge**

TP Cost	4	Casting Time	—	Learned From	Start

Power	180	# of Hits	2	Phys. to Magic Ratio	6:4	IRON STANCE	8	Guard Break	8	HP Recovery	8
Properties	—			Count	[100] Capable to perform in mid-air					Gauge	24

Physical Arte **Demon Fang**

TP Cost	4	Casting Time	—	Learned From	Art Tome

Power	180<270>	# of Hits	2<4>	Phys. to Magic Ratio	7:3	IRON STANCE	8<16>	Guard Break	8<16>	HP Recovery	8<16>
Properties	—			Count	[100] Extended range, [200] Penetration & Lift up enemy					Gauge	20<40>

Physical Arte **Tiger Blade**

TP Cost	6	Casting Time	—	Learned From	Art Tome

Power	200<300>	# of Hits	2<3>	Phys. to Magic Ratio	10:0	IRON STANCE	8<12>	Guard Break	8<12>	HP Recovery	8<12>
Properties	—			Count	[100] Capable to perform in mid-air					Gauge	20<30>

Physical Arte **Swift Strike**

TP Cost	6	Casting Time	—	Learned From	Water 15

Power	200<300>	# of Hits	1<3>	Phys. to Magic Ratio	10:0	IRON STANCE	4<12>	Guard Break	4<12>	HP Recovery	4<12>
Properties	Prop Up/Stun Critical			Count	[100] Capable to perform in mid-air, [200] Speed up					Gauge	20<40>

Physical Arte **Falling Thunder**

TP Cost	8	Casting Time	—	Learned From	Light 15

Power	300	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	4	Guard Break	4	HP Recovery	4
Properties	Prop Up/Knockdown Critical			Count	[100] Capable to perform in mid-air					Gauge	20

Physical Arte **Lunar Reflection**

TP Cost	9	Casting Time	—	Learned From	Wind 160

Power	240	# of Hits	2	Phys. to Magic Ratio	6:4	IRON STANCE	8	Guard Break	8	HP Recovery	8
Properties	invincible			Count	[100] Capable to perform in mid-air					Gauge	20

Physical Arte **Time Disintegration**

TP Cost	10	Casting Time	—	Learned From	Start

Power	300	# of Hits	6	Phys. to Magic Ratio	10:0	IRON STANCE	24	Guard Break	24	HP Recovery	24
Properties	Knockdown			Count	[100] Guard break capability up					Gauge	24

Physical Arte **Armor Crusher**

TP Cost	12	Casting Time	—	Learned From	Earth 160

Power	400	# of Hits	2	Phys. to Magic Ratio	10:0	IRON STANCE	8	Guard Break	104	HP Recovery	8
Properties	—			Count	[100] Hit added by +1, [200] Range extended					Gauge	20

Physical Arte **Energy Shackles**

TP Cost	14	Casting Time	—	Learned From	Wind-Fire 1410

Power	500	# of Hits	5	Phys. to Magic Ratio	5:5	IRON STANCE	20	Guard Break	20	HP Recovery	20
Properties	—			Count	[100] Explosion range extended					Gauge	20

Physical Arte **Crimson Fury**

TP Cost	17	Casting Time	—	Learned From	Fire 310

Power	600	# of Hits	3	Phys. to Magic Ratio	10:0	IRON STANCE	12	Guard Break	12	HP Recovery	12
Properties	Juggle			Count	[100] Capable to perform in mid-air, [200] Hit added by +1					Gauge	16

Physical Arte **Hunting Phoenix**

TP Cost	18	Casting Time	—	Learned From	Dark 3180

Power	600	# of Hits	3	Phys. to Magic Ratio	10:0	IRON STANCE	12	Guard Break	12	HP Recovery	12
Properties	Rotate Enemy			Count	[100] Hit added by +1					Gauge	20

Physical Arte **Whirling Assault**

TP Cost	25	Casting Time	—	Learned From	Art Tome

Power	750	# of Hits	5	Phys. to Magic Ratio	10:0	IRON STANCE	20	Guard Break	20	HP Recovery	20
Properties	—			Count	[100] Speed up					Gauge	20

Physical Arte **Falling Snow**

TP Cost	27	Casting Time	—	Learned From	Earth-Water 4040

Power	700<1050>	# of Hits	1<2>	Phys. to Magic Ratio	10:0	IRON STANCE	4<8>	Guard Break	4<8>	HP Recovery	4<8>
Properties	Pass-Through<Reverse Enemy>			Count	[100] Can use in mid-air, [200] Prop up					Gauge	20<30>

Physical Arte **Thousand Swords**

TP Cost	42	Casting Time	—	Learned From	Water-Dark 4530

Power	1200	# of Hits	4	Phys. to Magic Ratio	10:0	IRON STANCE	12	Guard Break	12	HP Recovery	4
Properties	—			Count	[100/200/400] Hold button to add hit by +2					Gauge	8

Mystery **Moonlight Assault**

TP Cost	48	Casting Time	—	Learned From	Light 1880

Power	900	# of Hits	3	Phys. to Magic Ratio	10:0	IRON STANCE	60	Guard Break	12	HP Recovery	60
Properties	Pass-Through/Stun (30%-kick only)			Count	[100] Capable to perform in mid-air, [200] Lift up enemy					Gauge	20

Mystery **Endless Waltz**

TP Cost	64	Casting Time	—	Learned From	Art Tome

Power	1200	# of Hits	12	Phys. to Magic Ratio	10:0	IRON STANCE	9999	Guard Break	48	HP Recovery	160
Properties	Juggle/Knockdown/Iron Stance break (kick only)			Count	[100] Speed up, [200] Lift up enemy					Gauge	64

Physical Arte **Psychic Restoration**

TP Cost	10	Casting Time	—	Learned From	Start

Power	150	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	16	Guard Break	16	HP Recovery	4
Properties	HP Recovery 5%×3			Count	[100] Stagger probability +15%, [200] Iron Stance right after performed, [400] Recover effect UP+5%, [1000] Pause period reduced					Gauge	5

Physical Arte **Pow Hammer**

TP Cost	3	Casting Time	—	Learned From	Art Tome

Power	100	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	8	Guard Break	8	HP Recovery	4
Properties	Stun (30%)			Count	[100] Iron Stance right after performed					Gauge	10

Physical Arte **Sanctuary**

TP Cost	5	Casting Time	—	Learned From	Earth-Water 1030

Power	—	# of Hits	—	Phys. to Magic Ratio	—	IRON STANCE	—	Guard Break	—	HP Recovery	—
Properties	Damage Range Reduced			Count	[100] Iron Stance right after performed, [200] Range extended					Gauge	0

Physical Arte **Crushing Blow**

TP Cost	6	Casting Time	—	Learned From	Start

Power	200	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	24	Guard Break	64	HP Recovery	4
Properties	Prop Up/Knockdown Critical			Count	[Default] Critical against grounded enemy, [100] Capable to perform in mid-air					Gauge	10

Physical Arte **Outlander**

TP Cost	6	Casting Time	—	Learned From	Light-Earth 310

Power	200<300>	# of Hits	1<2>	Phys. to Magic Ratio	10:0	IRON STANCE	16<48>	Guard Break	16<48>	HP Recovery	4<8>
Properties	Stun Critical			Count	[100] Lift up enemy, [200] Iron Stance right after performed					Gauge	5<10>

Physical Arte **Power Swing**

TP Cost	8	Casting Time	—	Learned From	Start

Power	300	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	24	Guard Break	32	HP Recovery	4
Properties	Juggle/Knockdown			Count	[100] Iron Stance right after performed, [200] Lift up enemy, [400] Iron Stance break probability up					Gauge	10

Physical Arte **Hungry Hunter**

TP Cost	12	Casting Time	—	Learned From	Light 160

Power	380	# of Hits	1	Phys. to Magic Ratio	5:5	IRON STANCE	16	Guard Break	48	HP Recovery	4
Properties	Knockdown			Count	[100] Additional hit +1, [200] Iron Stance right after performed					Gauge	10

Physical Arte **Hammer Flail**

TP Cost	16	Casting Time	—	Learned From	Light 1210

Power	1200	# of Hits	2	Phys. to Magic Ratio	10:0	IRON STANCE	32	Guard Break	32	HP Recovery	8
Properties	—			Count	[100] Lift up enemy, [200] Iron Stance right after performed					Gauge	35

Physical Arte **Swallow Flight**

TP Cost	16	Casting Time	—	Learned From	Art Tome

Power	450	# of Hits	2	Phys. to Magic Ratio	10:0	IRON STANCE	16	Guard Break	16	HP Recovery	8
Properties	Juggle			Count	[100] Iron Stance right after performed, [200] Lift up enemy					Gauge	10

Physical Arte **Hammer Toss**

TP Cost	20	Casting Time	—	Learned From	Fire 160

Power	450	# of Hits	2	Phys. to Magic Ratio	10:0	IRON STANCE	8	Guard Break	16	HP Recovery	8
Properties	Pull-in			Count	[100] Weight effect cancelled, [200] Iron Stance right after performed, [400] Additional hit +1					Gauge	10

Physical Arte **Mine Collapse**

TP Cost	21	Casting Time	—	Learned From	Fire 1210

Power	1080	# of Hits	3	Phys. to Magic Ratio	5:5	IRON STANCE	64	Guard Break	80	HP Recovery	12
Properties	Prop Up/Knockdown			Count	[Default] Lift up enemy, [100/1000] Extended mine duration (+1 sec), [200] Iron Stance right after performed, [400] Speed up					Gauge	40

Physical Arte **Wave Smasher**

TP Cost	26	Casting Time	—	Learned From	Earth 1210

Power	900	# of Hits	3	Phys. to Magic Ratio	10:0	IRON STANCE	30	Guard Break	24	HP Recovery	12
Properties	Juggle/Prop Up			Count	[Default] Lift up enemy, [200] Iron Stance right after performed, [400] Iron Stance while closing in to enemy					Gauge	10

Physical Arte **Flame Tunnel**

TP Cost	31	Casting Time	—	Learned From	Fire-Light 6250

Power	900	# of Hits	5	Phys. to Magic Ratio	10:0	IRON STANCE	48	Guard Break	96	HP Recovery	20
Properties	Knockdown			Count	[100] Range extended, [200] Iron Stance right after performed					Gauge	10

Physical Arte **Earth Spike**

TP Cost	39	Casting Time	—	Learned From	Earth 5060

Power	1350	# of Hits	1	Phys. to Magic Ratio	5:5	IRON STANCE	16	Guard Break	24	HP Recovery	4
Properties	Knockdown/No Damage Reduction vs. Knockdown			Count	[100] Additional hit +1					Gauge	10

Mystery **Magical Destruction**

TP Cost	54	Casting Time	—	Learned From	Fire-Light 1410

Power	900	# of Hits	4	Phys. to Magic Ratio	10:0	IRON STANCE	60	Guard Break	16	HP Recovery	60
Properties	Critical(30%)			Count	[100] Additional hit +1 & Lift up enemy, [200] Additional hit +3					Gauge	10

Mystery **Freezing Eruption**

TP Cost	60	Casting Time	—	Learned From	Earth-Water 6250

Power	1000	# of Hits	4	Phys. to Magic Ratio	5:5	IRON STANCE	40	Guard Break	64	HP Recovery	40
Properties	Prop Up/Juggle/Knockdown/Unstaggerable			Count	[100] Iron Stance right after performed, [200] Range extended					Gauge	12

Physical Arte **Bubble Blast**

TP Cost	6	Casting Time	—	Learned From	Start

Power	200	# of Hits	1	Phys. to Magic Ratio	5:5	IRON STANCE	4	Guard Break	4	HP Recovery	24
Properties	—			Count	[Default] Hold button to slow shot speed, [100] Capable to perform in mid-air, [200] Range extended					Gauge	10

Physical Arte **Stun Blitz**

TP Cost	6	Casting Time	—	Learned From	Art Tome

Power	150	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	4	Guard Break	4	HP Recovery	6
Properties	Stun (50%)			Count	[100] Stagger probability up +10%, [200] Extended range					Gauge	5

Physical Arte **Zero Divide**

TP Cost	9	Casting Time	—	Learned From	Dark 160

Power	200	# of Hits	1	Phys. to Magic Ratio	5:5	IRON STANCE	20	Guard Break	20	HP Recovery	6
Properties	Pull-in			Count	[100] Capable to perform in mid-air, [200] Lift up enemy, [400] Extended range					Gauge	10

Physical Arte **Meteoric Waltz**

TP Cost	6	Casting Time	—	Learned From	Art Tome

Power	220	# of Hits	2	Phys. to Magic Ratio	5:5	IRON STANCE	8	Guard Break	8	HP Recovery	12
Properties	Juggle			Count	[100] Capable to perform in mid-air, [200] Weight effect cancelled, [400] Additional hit +1					Gauge	10

Physical Arte **Crossfire**

TP Cost	12	Casting Time	—	Learned From	Start

Power	300	# of Hits	1	Phys. to Magic Ratio	5:5	IRON STANCE	4	Guard Break	4	HP Recovery	6
Properties	Knockdown Critical			Count	[100] Lift up enemy					Gauge	15

Physical Arte **Scatter Bolt**

TP Cost	12	Casting Time	—	Learned From	Wind-Fire 1210

Power	300	# of Hits	1	Phys. to Magic Ratio	5:5	IRON STANCE	4	Guard Break	4	HP Recovery	6
Properties	—			Count	[100] Speed up, [200] Back step distance extended					Gauge	10

Physical Arte **Rapid Burst**

TP Cost	21	Casting Time	—	Learned From	Wind-Fire 230

Power	450<1170>	# of Hits	4<12>	Phys. to Magic Ratio	8:2	IRON STANCE	4<12>	Guard Break	16<48>	HP Recovery	24<72>
Properties	—			Count	[100] Normal shot penetrates enemy					Gauge	8<24>

Physical Arte **Squall Shot**

TP Cost	18	Casting Time	—	Learned From	Art Tome

Power	400	# of Hits	3	Phys. to Magic Ratio	5:5	IRON STANCE	12	Guard Break	12	HP Recovery	18
Properties	—			Count	[100] Additional hit +2, [200] Speed up					Gauge	10.5

Physical Arte **Rolling Thunder**

TP Cost	16	Casting Time	—	Learned From	Start

Power	300	# of Hits	3	Phys. to Magic Ratio	10:1	IRON STANCE	12	Guard Break	12	HP Recovery	18
Properties	—			Count	[100] Perform in mid-air					Gauge	10

Physical Arte **Arc Fire**

TP Cost	24	Casting Time	—	Learned From	Water 730

Power	600	# of Hits	3	Phys. to Magic Ratio	5:5	IRON STANCE	3	Guard Break	12	HP Recovery	18
Properties	Prop Up/Juggle/Knockdown Critical			Count	[Default] Critical against grounded enemy, [100] Additional hit +2					Gauge	9

Physical Arte **Migrating Sparrows**

TP Cost	24	Casting Time	—	Learned From	Wind 4530

Power	300	# of Hits	3	Phys. to Magic Ratio	5:5	IRON STANCE	12	Guard Break	12	HP Recovery	18
Properties	Juggle/Knockdown			Count	[100] Capable to perform in mid-air, [200] Penetration, [400] Extended range					Gauge	10.5

Physical Arte **Deadeye**

TP Cost	29	Casting Time	—	Learned From	Water-Dark 400

Power	600	# of Hits	1	Phys. to Magic Ratio	10:0	IRON STANCE	4	Guard Break	4	HP Recovery	18
Properties	Stun Critical			Count	[100] Invincible while roll action, [400] Cancel step right after roll action					Gauge	10

Physical Arte **Heatwave**

TP Cost	38	Casting Time	—	Learned From	Fire 5060

Power	900	# of Hits	3	Phys. to Magic Ratio	5:5	IRON STANCE	12	Guard Break	12	HP Recovery	18
Properties	Knockdown			Count	[100] Extended range					Gauge	10

Physical Arte **Blaze Bloom**

TP Cost	50	Casting Time	—	Learned From	Light-Earth 1880

Power	1100	# of Hits	7	Phys. to Magic Ratio	5:5	IRON STANCE	7	Guard Break	28	HP Recovery	42
Properties	—			Count	[100] Speed up, [200] Extended range					Gauge	10

Mystery **Wings of Destruction**

TP Cost	55	Casting Time	—	Learned From	Water-Dark 1880

Power	600	# of Hits	5	Phys. to Magic Ratio	5:5	IRON STANCE	100	Guard Break	20	HP Recovery	100
Properties	Rotate Enemy / Movment speed reduced			Count	[100] Lift up enemy, [200] Additional tornado +2, [400] Tornado duration extended (+1 sec)					Gauge	10

Mystery **Requiem**

TP Cost	64	Casting Time	—	Learned From	Dark-Wind 4040

Power	750	# of Hits	10	Phys. to Magic Ratio	5:5	IRON STANCE	10	Guard Break	40	HP Recovery	100
Properties	Prop Up/Juggle			Count	[100] Capable to perform in mid-air, [200] Additional hit +1					Gauge	10

Mystic Arte **Ritual of Destruction**

TP Cost	0	Casting Time	—	Learned From	(Special)

Power	10500	# of Hits	15	Phys. to Magic Ratio	5:5	IRON STANCE	—	Guard Break	—	HP Recovery	—
Properties	Accuracy/Knockdown			Count	—					Gauge	0

Ludger Will Kresnik

Chromatus

Wipe Out Foes With This Brief but Overwhelming Power

If you have at least one full bar in the Chromatus Gauge (located on the lower-right part of the screen), Ludger can transform by pressing L3 + R3. Once transformed, Ludger will battle alone on a battlefield that contains only himself and your enemies, but with dramatically increased power. This effect lasts until the Chromatus Gauge is again reduced to zero. While transformed, Ludger can attack without worrying about HP, TP, or AC. Additionally, all of his normal attacks and artes deal type-less damage, so you needn't concern yourself with enemy resistances either. However, your Chromatus Gauge doesn't decline only with the passage of time; taking enemy attacks also reduces its duration.

Chromatus-Related Skills

Skill	Effect When Active
Overdrive	If Ludger performs a taunt while transformed, the Chromatus Gauge will empty half as quickly. However, enemy attacks will be able to stagger Ludger.
Kresnik	Gain +5 seconds of transformation time if you transform in mid-combo.
Kresnik 2	The Chromatus Gauge empties half as quickly when Ludger is in mid-air.
Kresnik 3	When transformed, a front-step warps you directly in front of your targeted foe.
Speed Spoils	You earn double elemental ore for defeating a speed-type foe during the first stage of your transformation.
Trance	You earn double elemental ore for defeating foes during any transformation stage other than the last used one.
Power Spoils	You earn double elemental ore for defeating a power-type foe during the second stage of your transformation.
Break-In	Increases duration of transformation by up to 10 seconds.
Magic Spoils	You earn double elemental ore for defeating a magic-type foe during the third stage of your transformation.
Chromatus Drive	When Ludger is at 30% or less of his max HP, his Chromatus Gauge fills 50% faster.

Normal Attacks—Transformed

Falling Snow
2225

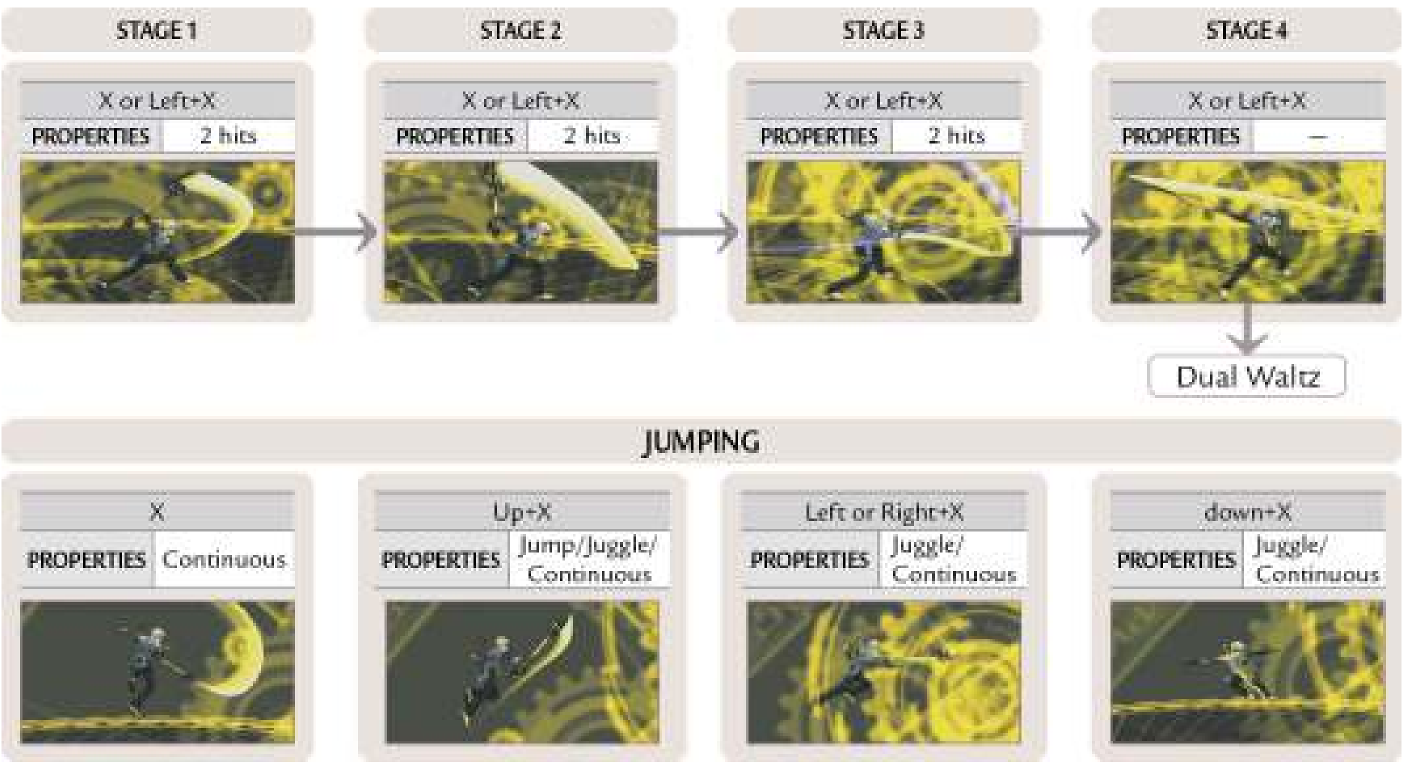
Start Your Combos With the Quick ✕ Attack

When transformed, you perform normal attacks with ✕ and Chromatus-exclusive artes with ●. As long as you're on the ground, the direction of the left stick makes no difference; you'll always perform the same starting ✕ attack, which is an excellent combo starter. While in mid-air, the attack you perform varies based on the direction of the left stick. These attacks can be performed in rapid succession but are low in power, and should be quickly chained into artes.

While transformed, you fight with a Chromatus-exclusive spear, and cannot Weapon Swap.

Attack Multiple Foes With Wide-Ranging Artes

Performing artes works differently when transformed. The arte you perform changes based on the amount of ✕ attacks you've performed before pressing ●. In general, artes performed after pressing u have a wide area of effect that can target many foes. Powerful artes like Hexentia and Edge Crusher are easy to use and require relatively few presses of ✕, so they should be the cornerstone of your offense. Note that the Chromatus mystic artes—Soul Destroyer and Eternal Waltz—become available when your Chromatus level rises as the story progresses. The table here shows how to execute each of the Chromatus artes.



Ludger Will Kresnik

Chromatus Artes

Input	Art Triggered
L1+X	Grand Cleaver
Left or Right+L1+X	Heatwave
Circle	Azure Edge
Up+Circle	Dark Projection
Left or Right+Circle	Falling Snow
Down+Circle	Zero Divide
X ⇨ Circle	Power Swing

Input	Art Triggered
X ⇨ X ⇨ Circle	Hexentia
X ⇨ X ⇨ X ⇨ Circle	Edge Crusher
X ⇨ X ⇨ X ⇨ X ⇨ Circle	Apocalyptica
X ⇨ X ⇨ X ⇨ X ⇨ X	Dual Waltz (Stage 1-3)
X ⇨ X ⇨ X ⇨ X ⇨ X	Endless Waltz (Stage 4)
L1+X ⇨ Hold X	Soul Destroyer (Stage 2-3)
	Endless Waltz (Stage 4)

Physical Arte GRAND CLEAVER

TP Cost	0	**Casting Time**	—	**Learned From**	Start

Power	900	**# of Hits**	2	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	8	**Guard Break**	8	**HP Recovery**	—
Properties	Prop Up/Juggle/Knockdown			**Count**	—					**Gauge**	0

Physical Arte Heatwave

TP Cost	0	**Casting Time**	—	**Learned From**	Start

Power	600	**# of Hits**	5	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	20	**Guard Break**	100	**HP Recovery**	—
Properties	Prop Up/Juggle/Knockdown/Stun (15%)			**Count**	—					**Gauge**	0

Physical Arte Azure Edge

TP Cost	0	**Casting Time**	—	**Learned From**	Start

Power	900	**# of Hits**	4	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	16	**Guard Break**	16	**HP Recovery**	—
Properties	Knockdown (Air)/Prop Up			**Count**	—					**Gauge**	0

Physical Arte Dark Projection

TP Cost	0	**Casting Time**	—	**Learned From**	Start

Power	900	**# of Hits**	1	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	100	**Guard Break**	4	**HP Recovery**	—
Properties	Prop Up			**Count**	—					**Gauge**	0

Physical Arte Falling Snow

TP Cost	0	**Casting Time**	—	**Learned From**	Start

Power	900	**# of Hits**	1	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	100	**Guard Break**	4	**HP Recovery**	—
Properties	Prop Up			**Count**	—					**Gauge**	0

Physical Arte Zero Divide

TP Cost	0	**Casting Time**	—	**Learned From**	Start

Power	225	**# of Hits**	1	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	4	**Guard Break**	4	**HP Recovery**	—
Properties	Pull-in/Prop Up			**Count**	—					**Gauge**	0

Physical Arte Power Swing

TP Cost	0	**Casting Time**	—	**Learned From**	Start

Power	1800	**# of Hits**	1	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	4	**Guard Break**	9999	**HP Recovery**	—
Properties	Prop Up/Guard Break/Juggle/Knockdown			**Count**	—					**Gauge**	0

Physical Arte Hexentia

TP Cost	0	**Casting Time**	—	**Learned From**	Start

Power	2700	**# of Hits**	2	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	8	**Guard Break**	300	**HP Recovery**	—
Properties	Prop Up/Guard Break/Juggle/Knockdown			**Count**	—					**Gauge**	0

Physical Arte Edge Crusher

TP Cost	0	**Casting Time**	—	**Learned From**	Start

Power	4500	**# of Hits**	5	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	20	**Guard Break**	1500	**HP Recovery**	—
Properties	Prop Up/Guard Break/Juggle/Knockdown			**Count**	—					**Gauge**	0

Physical Arte Apocalyptica

TP Cost	0	**Casting Time**	—	**Learned From**	Start

Power	2700	**# of Hits**	5	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	20	**Guard Break**	1500	**HP Recovery**	—
Properties	Prop Up/Guard Break/Juggle/Knockdown			**Count**	—					**Gauge**	0

Physical Arte Dual Waltz

TP Cost	0	**Casting Time**	—	**Learned From**	Start

Power	200	**# of Hits**	12	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	1200	**Guard Break**	46	**HP Recovery**	—
Properties	Prop Up/Guard Break/Juggle			**Count**	—					**Gauge**	0

Physical Arte Endless Waltz

TP Cost	0	**Casting Time**	—	**Learned From**	Stage 4

Power	4000	**# of Hits**	13	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	1300	**Guard Break**	52	**HP Recovery**	—
Properties	Prop Up/Guard Break/Juggle/Knockdown			**Count**	—					**Gauge**	0

Mystic Arte Soul Destroyer

TP Cost	0	**Casting Time**	—	**Learned From**	Stage 2

Power	10500	**# of Hits**	25	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	—	**Guard Break**	—	**HP Recovery**	—
Properties	Accuracy/Knockdown			**Count**	—					**Gauge**	0

Mystic Arte Endless Waltz

TP Cost	0	**Casting Time**	—	**Learned From**	Stage 4

Power	10500	**# of Hits**	26	**Phys. to Magic Ratio**	5:5	**IRON STANCE**	—	**Guard Break**	—	**HP Recovery**	—
Properties	Accuracy/Knockdown			**Count**	—					**Gauge**	0

Ludger Will Kresnik

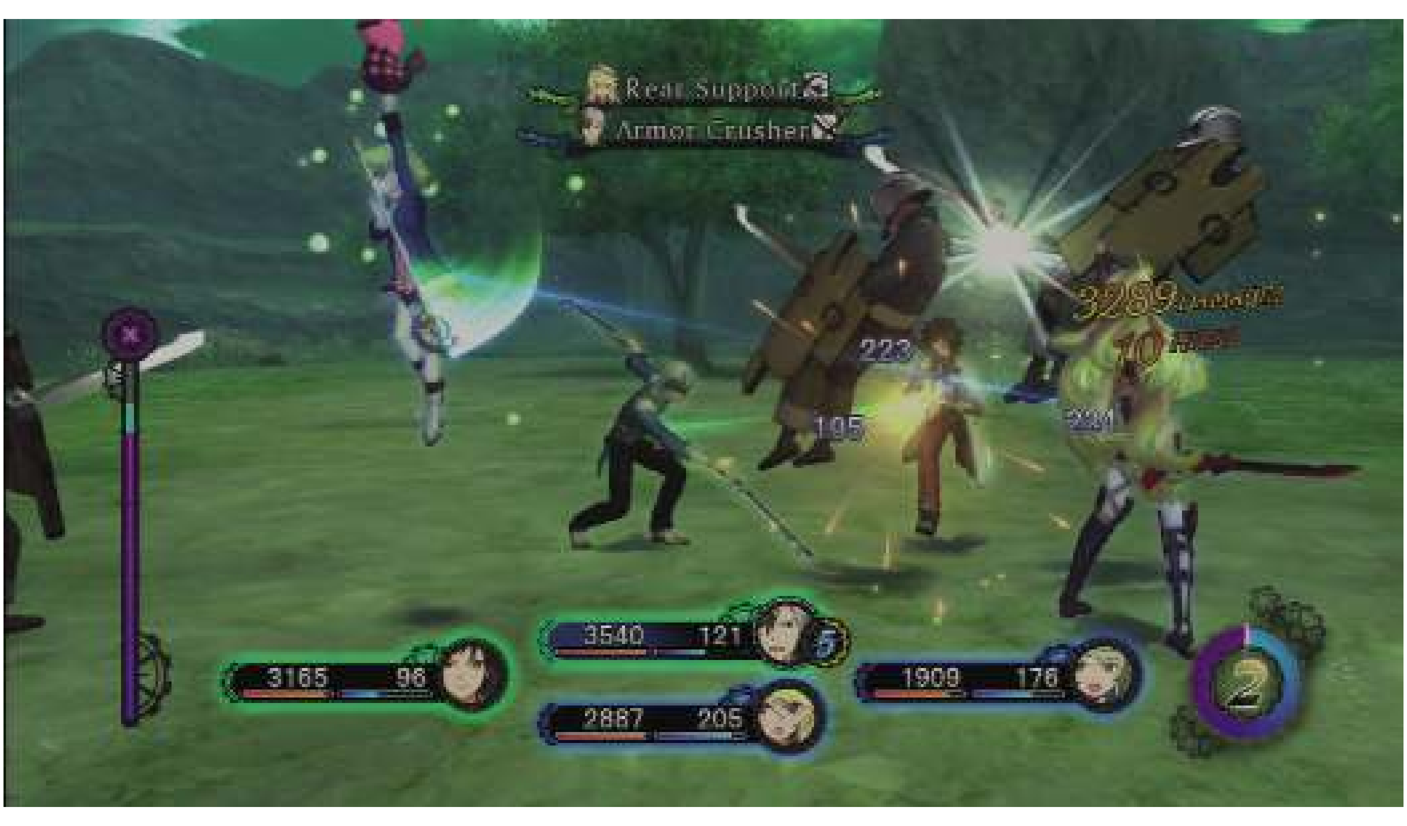
Tactics

Exploit the Individual Strengths of Your Weapons

As a general rule, you should use the high-mobility, quick-striking dual blades as your main weapon, and switch to the sledgehammer when battling large groups of foes, and the dual pistols when you want to battle from afar. You can also change weapons to exploit a foe's weakness to a particular damage type. Keep an eye out for skills like Crusher and Dual Bladist, which enhance a particular weapon.

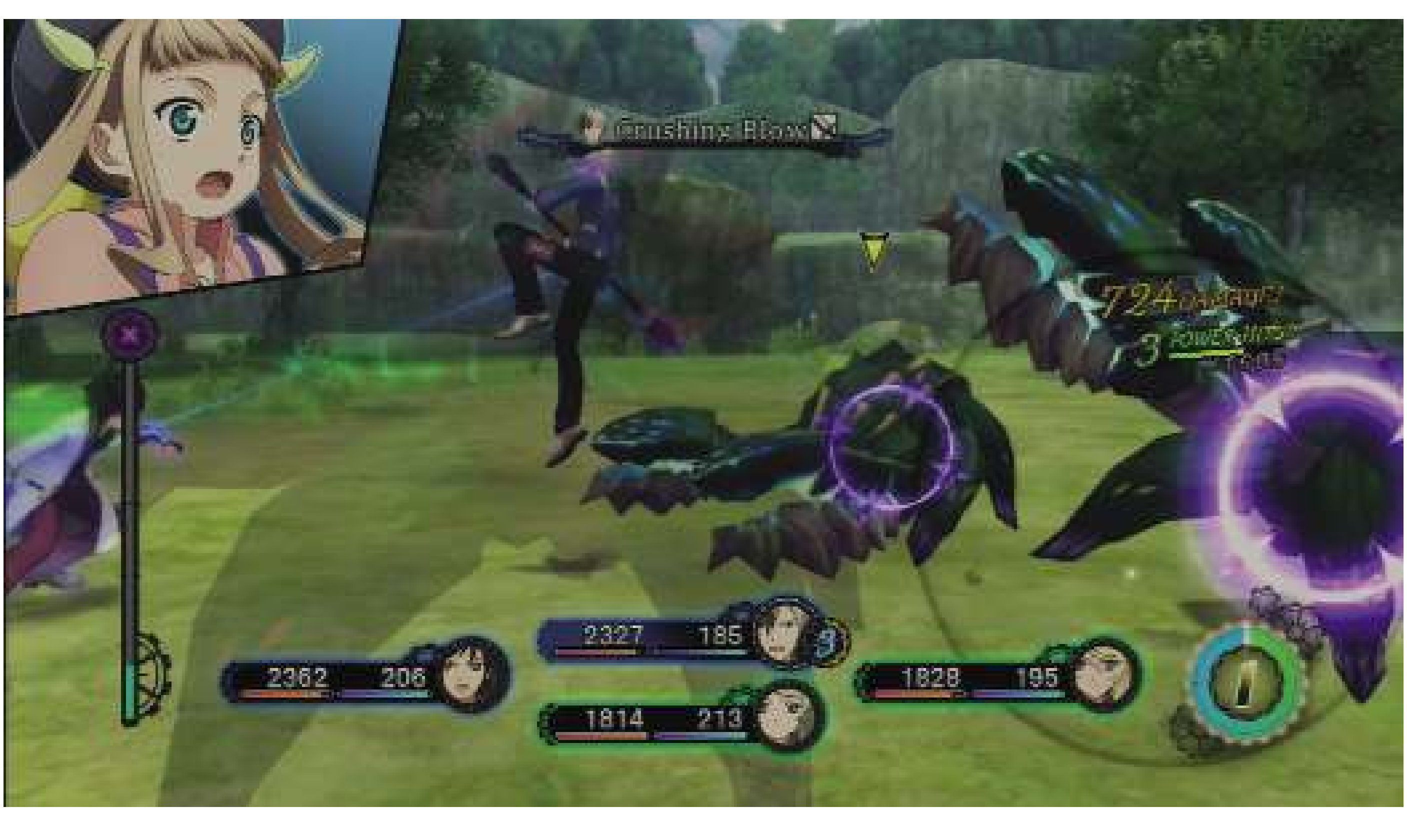
Weapon Properties

Dual Blades



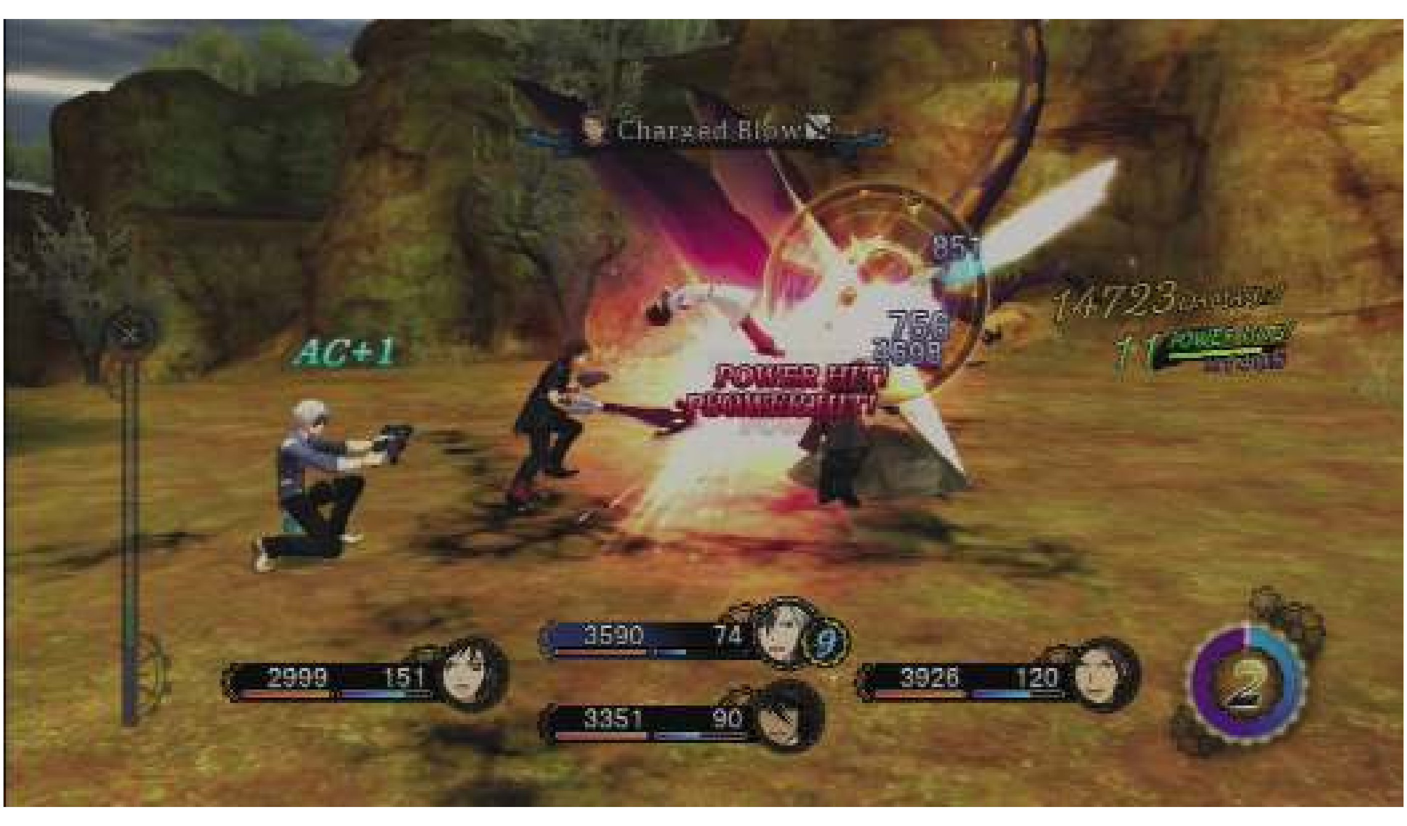
With the dual blades you can fight effectively at close range without having to worry about giving your foes openings to retaliate. Your attacks have limited range, but the weapon offers high mobility. Fight with a prudent balance of offensive and defensive tactics.

Sledgehammer



The wide sweeps of the sledgehammer are slow, but this weapon offers far greater reach than the dual blades. It particularly shines when Ludger has to contend with multiple foes.

Dual Pistols



The dual pistols are primarily for long-range combat. Their drawback is how much they limit Ludger's mobility, but they can be used safely if you take care to position yourself effectively.

Boss Tactics—Use Skills to Make Ludger Stagger-Proof

Charged Blow
AC+1
14723
POWER HIT!
3590 74
2999 151
3351 90
3926 120

Ludger can learn a variety of skills like Step Guard and Mobile Armor that prevent him from being staggered. When these skills are active, you'll be able to perform quick-steps or begin guarding even while you're actively under enemy attack, allowing you to minimize the damage you take. Of particular use is the Grounded Stance skill, which prevents you from being staggered while standing on solid ground. With these skills active, you can easily shift to a defensive strategy during boss fights in order to fill your Chromatus Gauge, and then transform to turn the tables on your foe.

Stagger-Negation Skills

Skill	Effect When Active
Step Guard	You won't get staggered if attacked during a quick-step.
Mobile Armor	You won't get staggered if attacked during a free run.
Gravity Guard	You won't get staggered when you're on the ground with 0 AC.
Grounded Stance	You can't get staggered when both feet are on the ground.
Aerial Armor	You can't get staggered when in mid-air.

If a skill is keeping you from being staggered, you'll be able to guard even when under enemy attack. Also, enemies won't be able to interrupt your attacks by damaging you, so you can fight much more aggressively.

Special—When Transformed, Rely on Edge Crusher and Hexentia

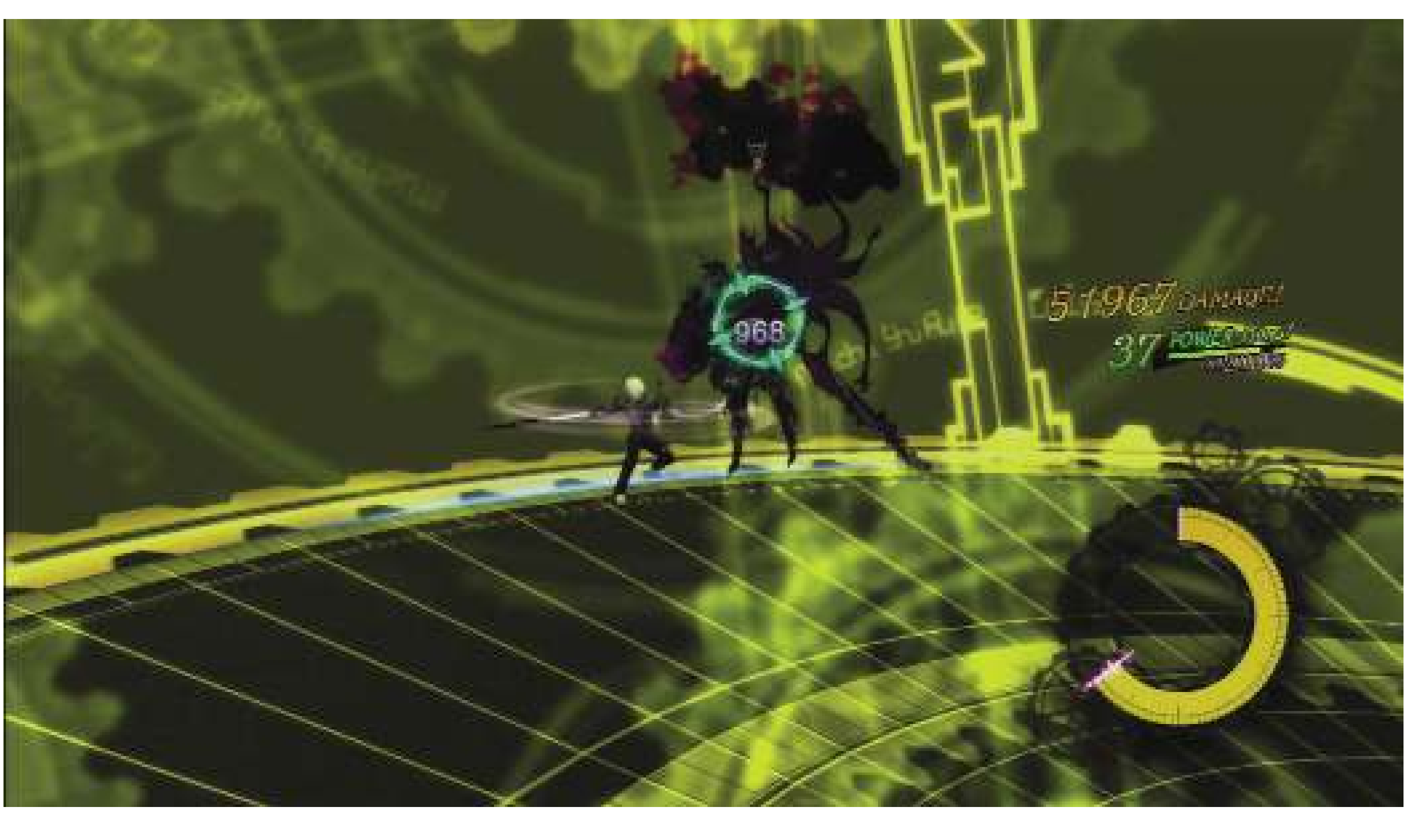
Edge Crusher is the most consistently damaging of Ludger's transformed-mode attacks, so when battling foes on the ground, make it the core of your offense. Hexentia is also quite effective: It has a wide area of effect, can damage mid-air foes, and is a quick arte that can be used repeatedly. Both artes are capable of knocking down foes, restricting your target's ability to act. Also, when approaching foes, the ability of Dark Projection to put Ludger above your foe in the blink of an eye is very useful.

Mystic Arte

When you use your mystic arte, it will end your transformation, so save it until your gauge is nearly empty.

Special—Extend Your Transformation Time

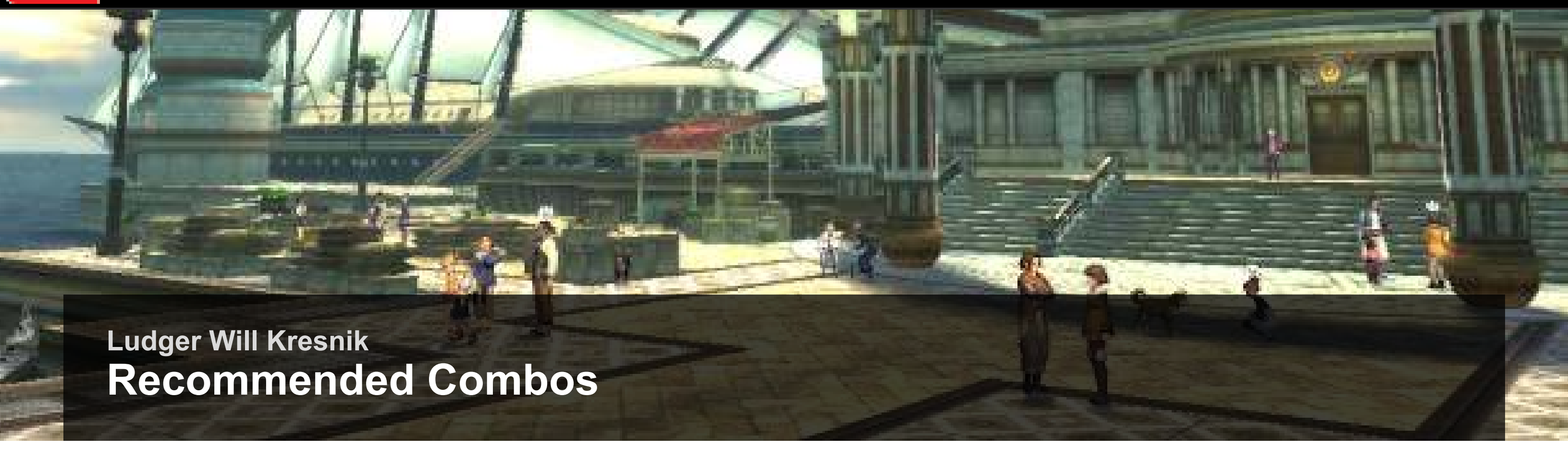
You can use skills like Overdrive to lengthen the amount of time you spend in your transformed mode. Break-In is particularly useful, since activating it is all you need to do make it work. Kresnik 2 is another good one, extending your transformation time while you use normal attacks in mid-air. To taunt safely while transformed, knock your foes down first.



Your affinity with your linked partner also affects the length of your transformation time.

Skills That Affect Transformation Time

Skill	Effect When Active
Break-In	Increases duration of transformation by up to 10 seconds.
Overdrive	If Ludger performs a taunt while transformed, the Chromatus Gauge will empty half as quickly. However, enemy attacks will be able to stagger Ludger.
Kresnik	Gain 5 seconds of transformation time if you transform in mid-combo.
Kresnik 2	The Chromatus Gauge empties half as quickly when Ludger is in mid-air.



Ludger Will Kresnik

Recommended Combos

Dual Blades—A Large Hit-Count Combo Usable from the Start

Step 1: ⇦ or ⇨ + ✕, Step 2: Demon Fang, Step 3: Time Disintegration, Step 4: Falling Thunder, Step 5: Back-Step

After a ⇦ or ⇨ + ✕ attack, chain into Demon Fang (which deals additional hits at close range) and knock your foe down with Time Disintegration. Then pound the fallen foe with Falling Thunder for big damage, as that arte is a guaranteed critical hit against knocked-down foes. Once the attack lands, back-step away so you'll have time to replenish your AC before your next combo.

Sledgehammer—Exploit Knockdowns to Deal Big Damage

Step 1: ⇦ or ⇨ + ✕, Step 2: ⇩ + ✕, Step 3: Hungry Hunter, Step 4: Crushing Blow, Step 5: Hungry Hunter

Chain normal attacks into the Hungry Hunter arte to knock your foe down. Afterwards, use Crushing Blow (which scores critical hits against a fallen foe) to prop your target back up, just in time for another knockdown smash from Hungry Hunter. If you still have AC to spare, prop him up again with Crushing Blow to keep the combo going for an even greater damage total.

Dual Pistols—Deal Damage as You Back Away from Your Foe

Step 1: ⇧ + ✕, Step 2: Bubble Blast, Step 3: ⇩ + ✕, Step 4: Back-Step, Step 5: Crossfire

When wielding the dual pistols, it can be hard to get away from an incoming foe without taking a bunch of hits, but this combo will allow you to dish out damage as you safely back away. Launch your foe with a normal attack, then follow up with the Bubble Blast arte. Use a ⇩ and ✕ attack to knock the foe down when it lands, then back-step away and unleash the Crossfire arte. You have access to all of these artes from the start, so you can use this combo from the beginning of the game.

Dual Pistols—A High-Power, Mid-Range Combo

Step 1: Scatter Bolt, Step 2: Blaze Bloom, Step 3: Migrating Sparrows, Step 4: Quick-Step x2, Step 5: Requiem

This is useful a combo for when you find yourself roughly one quick-step away from your target. The combo opens with Scatter Bolt, chains into a pair of long-range artes, and uses Requiem as a high-damage capper. Note that if you haven't learned Requiem yet, you can instead take just a single quick-step after Migrating Sparrows and end with the Crossfire arte instead.

Chromatus—A Chromatus Combo with a Mystic Arte Finish

Step 1: Dark Projection, Step 2: (Mid-Air) ⇨ + ✕, Step 3: (Mid-Air) ⇩ + ✕, Step 4: Dual Waltz, Step 5: Grand Cleaver

Begin by using the Dark Projection arte to move above your target's head. From there, immediately launch ⇨ + ✕ and ⇩ + ✕ attacks from mid-air. If you land before your target, rapidly press ✕ until you execute a Dual Waltz, and then unleash Grand Cleaver against your fallen foe. If your Chromatus Gauge is running low, finish off the target with your mystic arte immediately after Grand Cleaver.

Various—A Recommended Combo That Uses Every Weapon

Step 1: Time Disintegration, Step 2: Crushing Blow, Step 3: Blaze Bloom, Step 4: Migrating Sparrows, Step 5: Falling Thunder

This combo uses L1 + R1 to switch weapons between attacks. Start with dual blades, and execute Time Disintegration to knock your foe down. Switch to sledgehammer and use a Crushing Blow to prop the foe back up, then switch to dual pistols for a Blaze Bloom chained into Migrating Sparrows, which will knock your foe down once again. Switch back to dual blades for a critical-hit finisher with Falling Thunder.

Various—A Dual Pistols Combo with a Sledgehammer Finish

Step 1: Scatter Bolt, Step 2: Swift Strike, Step 3: ⇩ + ✕, Step 4: ⇩ + ✕, Step 5: Crushing Blow

When an enemy approaches while you're wielding dual pistols, this combo will allow you to dish out damage as you switch to your sledgehammer. Use Scatter Bolt to attack while putting some distance between Ludger and his foe, then switch to dual blades for a Swift Strike. When the second ⇩ + ✕ attack from your dual blades knocks your foe down, switch to the sledgehammer and unleash a Crushing Blow. (But if your goal is merely to get away from your foe, you can just keep using Scatter Bolts instead.)